

UNOFFICIAL

GAMESPOT GAME GUIDE:

HOMEWORLD: CATACLYSM

BY: DOUG RADCLIFFE



© Copyright 2000 GameSpot, a division of ZD Inc.

All rights reserved. Reproduction in whole or in part in any form or in any medium without express permission of GameSpot is prohibited. GameSpot, videogames.com, VideoGameSpot, Computer Gaming World, Electronic Gaming Monthly, Expert Gamer and EGM are trademarks or registered trademarks of ZD Inc.

This wholly independent product is the sole property of GameSpot. It is neither authorized or sponsored by, nor licensed or affiliated with Sierra On-Line. Homeworld: Cataclysm and its characters are trademarks of Sierra On-Line. All titles, items, characters, and products described or referred to in this guide are trademarks of their respective companies.





Table of Contents

Introduction	5
Chapter 1: Resource Collection Strategies	6
Single-Player Hoarding	6
Multiplayer Advantage	7
Resource Basics	8
The Multifaceted Worker	8
Chapter 2: Combat and Unit Tactics	10
Using Groups	10
Attacking Wisely	11
A Mixed Fleet	11
Implementing Tactics and Formations	12
Strike Craft Strategies	14
Corvettes and Frigates Strategies	16
Capital Ships Strategies	17
Chapter 3: Unit Statistics	18
Somtaaw Fleet	18
Beast Fleet	19



Chapter 4: Campaign Walk-through	20
Mission 1 – Hiiagra	20
Mission 2 - Outskirts of Hiigaran System	24
Mission 3 - Coruc-Tel System	28
Mission 4 - Deep Space (Tel Sector)	31
Mission 5 - Aiowa System	34
Mission 6 - Kadiir Nebula	37
Mission 7 - Outskirts of Kadiir Nebula	41
Mission 8 - Deep Space (Koreth's Rift Sector)	43
Mission 9 - Gozan IV (Taiidan Research Planet)	48
Mission 10 - Koreth's Rift Sector	52
Mission 11 - System AZ-23769	55
Mission 12 - Kyori Sector	58
Mission 13 - Location Unknown	61
Mission 14 - Galactic Rim	63
Mission 15 - Gulf Sector	66
Mission 16 - Sojent-Ra System	68
Mission 17 - Republican Naval Base Alpha	71



Introduction

Fifteen years have passed since the events of Homeworld, the revolutionary real-time strategy game from Relic Entertainment. In Barking Dog's exciting follow-up, Homeworld: Cataclysm, you assume a role in the Somtaaw fleet in command of a mining ship thrust into an intergalactic battle against a terrifying new threat - an unstoppable alien lifeform termed the Beast.

Inside this extensive Homeworld: Cataclysm game guide, you'll find:

- **Resource Collection Strategies:** The foundation of every Homeworld: Cataclysm fleet begins with resource collection. This chapter covers single- and multiplayer harvesting strategies.
- **Combat and Unit Tactics:** Head here for tips on controlling, grouping, and attacking with Homeworld: Cataclysm's diverse unit set. Inside, you'll also find tips on using formations and specific tactics for all strike craft, corvettes, frigates, and capital ships for use in single- and multiplayer games.
- **Unit Statistics:** This section includes charts revealing statistics for the Somtaaw and Beast fleets.
- **Campaign Walk-through:** Here, you'll find a complete walk-through for all 17 single-player missions. You'll find strategies for completing each objective, how best to gather the mission's resources, and tactics for eliminating all enemy forces efficiently and effectively.





Chapter One

Resource Collection Strategies

The first step in fleet construction starts with workers, processors, and the maps resources. Effective resource management certainly pays dividends in the single-player game and will likely place you above the competition in a multiplayer game. This chapter covers some important resource collection strategies to keep in mind during single- and multiplayer games.

Single-Player Hoarding

In Homeworld: Cataclysm's single-player game, your fleet and resources carry over to each new mission. If you run dry in resources at the end of mission two, you'll be dry as you enter mission three. Then again, if you have managed resources well and end a mission with resources in the bank, those same resources will carry over to the next mission. Thus, to keep your fleet stocked with the best possible ships (and replace a ship as soon as you desire), it's important to collect as many resources as possible.

If you're given an objective, such as investigate a certain point on the map, considering holding off on completing that objective until you have harvested the resources around your start location. You may need those extra resources if completing the objective triggers a battle or a subsequent, immediate objective.

Furthermore, it goes without saying that before you end a mission, make sure to clear the map of resources. Cataclysm includes a time-compression command, which speeds up the game by eight times. This is perfect for tedious resource collection. Turn on time compression and guide your workers around the map clearing all space of its precious resources. It'll take you extra time, but will pay off in the end - in fact, you could have literally tens of thousands of resource units in the bank and never have to worry about resource units in the latter missions.



Eventually, you will learn how to salvage crystal asteroids, special asteroids rich in resource units. Don't leave a map without clearing these precious commodities. Also, realize that the asteroids can be force attacked and destroyed; the resulting explosion is large and can obliterate nearby units and cause a chain reaction if other crystals are present.

Multiplayer Advantage

Upon starting a multiplayer game, whether it be a free-for-all, a one-on-one fight, or a team game, make a quick note of the location of resources around the map, at least within view. Send recons out to uncover additional resources and make a note of important patches, especially large patches that will likely be in contention throughout the game. Consider moving your command ship near a new patch to better gain control of the valuable resource.

If crystal asteroids are uncovered, consider rushing quickly to crystal processing research and salvaging the crystals before an opponent can locate them. Scouting is obviously important here, not only to uncover resources but to maintain an eye on what your opponent may be planning.

Keep a recon near an opponent and monitor the strength of his resource group. If your opponent has produced five workers to gather resources, consider producing more to gain more resource units and produce more units faster. Keeping an eye on an enemy resource group will also let you gauge its defenses. Does he have any ships guarding the workers? Perhaps you could send over some leeches or MCVs to destroy the resource group and cripple the opponent's economy.

Get mimics or MCVs and hide in resource patches that your opponent has yet to harvest. When the workers arrive, crash into them and cause big problems for your opponent. If your opponent is planning to swipe crystal asteroids for processing, consider blowing them up rather than letting them fall into his hands - and his bank account. If the map has a large patch of asteroids, try to lure an enemy fleet inside and destroy an asteroid in an attempt to destroy the enemy ships.



Resource Basics

It's easy to afford processors in the single-player game. Resources are plentiful and producing a processor won't set you back significantly. In a multiplayer game, the processor is a hefty investment, but one that could pay off in a long, drawn out war. Protect the processor, though; the processor may be quite durable, but if you lose it, it's an expensive loss and takes time to reproduce.

Assign your processor to guard your workers. The processor will follow close behind the worker group, letting the workers travel a short distance to drop off their gathered resources. Also, the processor carries a moderate weapon; the processor's guns will engage any strike craft attacking the workers.

The Multifaceted Worker

In the original Homeworld, separate units were required for resource gathering and salvaging or repairing. In Cataclysm, though, one unit serves all three duties. The entrepreneur worker, once fully researched and upgraded, can harvest resources, salvage enemy ships or crystal asteroids, and repair friendly craft.

Harvesting has been thoroughly covered in this chapter. Repairing plays an important role, particularly during or after a large battle. If you're set with resources, consider diverting the workers to repairs if a large battle is about to ensue. Micromanage the workers and monitor which ship your opponent is firing on. Cycle through your units and monitor the units' health. Assign your workers to heal that unit - the more workers the better!

The worker also serves the role of salvage corvette in Cataclysm. Beast ships are immune to salvaging; a worker sent to salvage a Beast ship will be infected and lost to the Beast organism. To safeguard the workers, research infection vaccine (in a multiplayer game only) to prevent such a tragedy. It's open season on Taiidan and raider vessels in the single-player game, however.

To salvage effectively, you must have some nearby offensive units to damage the enemy ship. Workers can't salvage until the enemy ship has been





damaged somewhat. Keep the workers nearby in their own attack group; attack with your offensive units and move the workers in once you have damaged the enemy vessel sufficiently.





Chapter Two

Combat and Unit Tactics

Once you've gathered enough resources, it's time to begin producing units and engaging in combat with either the computer-controlled enemy in the campaign game or a crafty human opponent in a multiplayer game. This section provides some proven strategies on defeating either opposition.

Using Groups

One of the most important Homeworld: Cataclysm habits is using unit groupings. By pressing the Ctrl key and a number, you can create a group of units that you can select quickly and easily by just pressing that number key again. For instance, if you want to group a squad of 20 acolytes to an easily selectable group, simply highlight each acolyte and press the Ctrl and 1 key simultaneously. To select those acolytes in the future, just hit the 1 key. You'll notice the small 1 next to each unit denoting its group.

Unit groupings are extremely important. They let you efficiently move and attack enemy units. For instance, you may wish to attack the enemy frigates with your own frigates, but assign the strike craft to intercept incoming cruise missiles. If you were to attempt to manually select all friendly strike craft, it would take precious moments that could spell the end of your units at the hand of those cruise missiles. With unit groupings, though, just hit the group's corresponding number key and attack the cruise missiles within seconds.

Because grouping units let you maneuver and attack much more efficiently, quickly, and effectively, it permits flanking maneuvers - such as sending a squad down on top, behind, or below an enemy force - or selective retreating. For instance, if a certain squad is overmatched in the battle, you can select that group and retreat instead of selecting each ship manually.

Group everything in their specific group - including workers! You may need to move your resource collectors suddenly; assigning them all to a single group





lets you move them quickly and easily. You can also assign the workers all to the same tasks much easier with groupings. Get used to using groupings; if you're to succeed in multiplayer games, unit groupings are a must!

Attacking Wisely

Success or failure in a battle can hinge on your ability to make wise decisions during combat situations. You basically have two options in combat: attacking a single unit (by clicking on the enemy unit) or attacking a group of units (by holding down Ctrl and bandbox selecting the group of enemy units). Deciding when to do each depends on the current combat situation.

In strike craft wars, it's useful to bandbox attack. That way, your fighters will engage different enemy fighters, and you will likely weaken several on the first pass and likely destroy many on the second pass. Numbers play a large game in strike craft wars. If you possess more acolytes or ACVs than your opponent, you're likely to win, especially if you used smart tactics and formations (more on this later).

Concentrating fire works well in frigate and capital ship attack. By concentrating fire on one enemy vessel, you can quickly gain a numbers advantage and, hopefully, win the war. In frigate and capital ship battles, don't bandbox attack. Instead, concentrate fire on one enemy vessel. If enemy strike craft also attack, divert some of your forces to deal with them - but not many. If it's only a few strike craft, they won't damage your frigates and capital ships much. It's wiser to keep attacking the large enemy ships then deal with the strike craft once you have obtained a numbers advantage.

A Mixed Fleet

The beauty of Homeworld: Cataclysm comes in the interplay of units. Strike craft are inexpensive and work well in numbers, but have a tough time destroying a large capital ship. Multibeam frigates are durable and pack a punch, but possess a slow firing rate. Hive frigate are mostly worthless against other frigates, but work well in defending your capital ship fleet against strike craft attack. Leeches are small and inexpensive, but can cripple a capital ship if left undetected.





To succeed, both in the single- and multiplayer game, you should produce a mixed fleet of ships for both offensive and defensive purposes. Building all strike craft might work in the beginning, but once your opponent starts implementing corvettes or frigates, you're going to have a tough time competing. Your ships should serve to offset the weaknesses of other ships. Multibeam frigates can get torn up by strike craft; so, guard the multibeam frigate with your own strike craft or implement a hive frigate to help offset the multibeam frigate's slow rate of fire.

Sentinels can also play a major role in fleet success. Twelve sentinels can form a shield around a capital ship and help protect it from enemy attack. Cruise missiles can pass through the shield, though the sentinels possess a small weapon that can knock out a cruise missile (though beware if there are several). Protect the shielded craft with strike craft to protect against cruise missiles.

Implementing Tactics and Formations

Homeworld: Cataclysm uses the original Homeworld's system of tactics (aggressive, evasive, neutral) and formations (delta, broad, X, claw, wall, sphere, custom) that can be applied to strike craft or capital ships.

Evasive Tactics

Ships set to evasive divert energy from weapons to engines, sacrificing some attack strength for maneuverability. Evasive is best used when trying to evade enemy fire as you attempt to inflict damage. Attack enemy minefields with acolytes set to evasive tactics. The mines aren't especially durable, so it's best to order your acolytes to shoot while evading them to minimize damage and acolyte losses. Ships in evasive tactics also flee when heavily damaged to dock with a command ship or carrier.

Aggressive Tactics

When you've set ships to aggressive, they have a greater tendency to remain in place while attacking as energy is diverted from engines to weapons. This makes your strike craft highly vulnerable to capital-ship fire or multigun-corvette fire. Don't use aggressive tactics when attacking minefields. Resource collectors have a special use for aggressive tactics. Set your collectors to aggressive, so they'll continue to harvest even if attacked.





Delta Formation

This is a standard formation that is similar to the standard military parade formation your units automatically enter after creation. Switching to delta formation positions your units in a flat triangle formation. The flat nature makes it easy to select specific craft when looking from overhead, but it isn't very useful in concentrating firepower on an enemy. Use the delta formation when moving your forces to the battle and separate them into new formations and functions as you arrive on the scene.

Broad Formation

Broad, like delta, is similar to the standard military-parade formation. Unlike delta, broad simply forms the ships in a straight and flat line. This again makes it easy to select specific ships. It's best used for capital ships, so you can easily micromanage them during a battle. Don't bother with broad for strike craft.

X Formation

One of the best formations for strike craft, X positions your forces in a 3D X formation. It places the craft in a relatively tight formation, which does have its disadvantages. The strike craft will have a tough time evading enemy fire. The X has an advantage over claw in large numbers because, in the X formation, all your strike craft stick together - some strike craft won't arrive before others in your squad.

Claw Formation

Claw formation is similar to X in its capabilities. Once again, it's excellent for strike craft and offers a tad more maneuvering room than the X formation. Because of its 3D shape, claw is best used against capital ships. The formation lets the strike craft envelop the capital ship, presenting multiple targets from multiple sides. Don't use claw with a large number of strike craft. Claw is best when used with 20 to 30 strike craft. If you use a larger number, the claw formation becomes too profound. The lead ships will fly much too far from the rear vessels. This brings you into the attack at a numbers disadvantage, which typically leads to a defeat.





Wall Formation

As its name suggests, the wall formation places your group in a square or rectangular vertical formation. The formation is somewhat similar to X in its concentration of firepower and its weakness against evading enemy fire. Many players prefer the wall formation when using strike craft to attack smaller capital ships (such as the multibeam frigate). If the enemy has little defense against strike craft, the wall's concentration of fire can prove deadly.

Sphere Formation

Watching the sphere formation in effect is a sight to behold. Your craft will position themselves in a sphere formation around the intended target (or the craft you've selected to guard). Your craft will remain stationary as they fire upon the enemy ship from that position. If they remain stationary, they become easy targets for capital ships, so use the sphere formation against non-hostile targets like workers - unless you have enough strike craft to take down the capital ship quickly.

Strike Craft Strategies

Strike craft work well early in a mission or multiplayer game to harass enemy workers and eliminate opponent's recon vessels. Use waypoints to send a recon on patrol around your command ship to maintain an alert for incoming enemy craft. Research advanced sensors to give recon vessels the ability to detect incoming leeches. This is extremely important in a multiplayer game, where many players will exploit any neglect of advanced sensors and upgraded recon vessels.

Keep strike craft in X or claw formation when battling other strike craft. Wall formation also proves somewhat effective. Avoid sending strike craft into combat against a hive frigate and Beast multigun and missile corvettes - if you must, support your strike craft with multibeam frigates. The Somtaaw fleet offers a recon, which is best used for earlier recon (as its name suggests) and prevention of mimics and leeches (when up against a fellow Somtaaw fleet). The Somtaaw acolyte is rather weak on its own, but a sturdy vessel when two are linked into an ACV.

Both the acolyte and the ACV contain special abilities. The acolyte can fire off a barrage of missiles, especially effective in weakening enemy strike craft and





gaining an advantage against an enemy squadron. The ACV's special ability is an EMP burst, which can temporarily disable an enemy ship. Keep a group of ACVs around in a large capital ship battle to send your opponent's most powerful ship into a harmless spin and roll.

Hide mimics, disguised as asteroids, in resource patches to retain sight on enemy movement and to ram an enemy worker. Holding MCVs back with your fleet (perhaps disguised as asteroids) could give your opponent a sudden shock when these kamikaze units charge an enemy capital ship and reduce its health and weaken it for your own large ships. You can also use MCVs to mimic friendly ships and give your enemy the impression you have ships that you don't actually possess.

Leeches offer a wide variety of strategic fun. These small ships are undetectable by standard sensors, but can be spotted by proximity sensors and vessels equipped with advanced sensors, such as an upgraded recon craft. If you can sneak a leech inside the enemy fleet, though, you can inflict an amazing amount of damage. The leech can perform one of three tasks: leech, vent, or spy. The leeching ability eats into an enemy ship's hull then returns that piece of hull for resource units. Spy lets the leech remain harmlessly on the enemy craft while providing line of sight for your own fleet. Finally, vent rips into the hull and starts venting waste into space - eventually destroying the ship.

Consider this: Sneak a group of leeches onto your opponent's worker group early in the game. This will be devastating to your opponent's economy and very difficult to recover from. To prevent this, research advanced sensors early and keep recon ships guarding your workers and other important frigates and capital ships. Combine this tactic with booming your initial economy by producing many workers or rushing crystal processing to further the gap between your economy and your opponent's economy.

Produce sentinels and position 12 around a capital ship to protect it from enemy attack. Keep strike craft on guard around the sentinels to prevent Beast cruise missiles from sneaking through.

The Beast fleet can produce interceptors (good against other strike craft), cloaked fighter (good for surprise attacks against workers or strike craft groups), and attack bombers (good against small frigates). But, the Beast can





also infect Somtaaw strike craft and research the technology for its own use - the Beast fleet can capture and use acolytes, ACVs, and sentinels.

Corvettes and Frigates Strategies

Corvettes offer stronger firepower and durability over strike craft and provide moderate effectiveness against frigates. Like most Homeworld: Cataclysm craft, though, the corvettes are specialized and should be implemented into specific situations. For instance, the Beast heavy corvette offers moderate effectiveness against enemy fighters and frigates (though performing better against fighters). The Beast multigun corvette is best used against fighters; use them to guard ships to protect them from strike craft attack. Finally, the missile corvette offers more effectiveness against frigates than strike craft. Corvettes can be used like strike craft in similar formations.

The Somtaaw multibeam frigate is a mainstay of the fleet and should be used heavily as a bridge between strike craft and the larger capital ships. Its coverage isn't bad, but you'll need protection against enemy strike craft and attack bombers. The hive frigate launches a form of miniature fighters that swarm around enemy frigates and capital ships, but provide most protection (and aggression) against enemy strike craft. The new ramming frigate can turn the tide in a capital ship war. Escort the ramming frigate into the battle and push the enemy capital ship away from the fight. The enemy may divert its forces to annihilate the ramming frigate; while the enemy's forces are occupied, blow them apart!

The Beast's ion array frigate's slow moving, but carries a devastating beam and the ability to cloak (once researched). Cloak some in your attack fleet to disguise your power. Or, cloak some and sneak them around into your enemy's resource group. Distract your foe with an assault elsewhere, then decloak the ion array frigates and annihilate the resource units. Protect them from strike craft attack with multigun corvettes. Use the Beast's defense field frigate to protect ally ships against fighter attack; the defense field frigate provides protection against bullets and plasma bombs.





Capital Ships Strategies

Capital ships compose the largest ships in the Homeworld: Cataclysm fleet. They're expensive and occupy a large amount of support units - which usually means you will be forced to retire or scuttle smaller ships to make room for these beasts. The carrier, available for both the Somtaaw and Beast fleet, can be upgraded with its own support units to provide further unit availability for your fleet. Carriers can build their own strike craft and serve as a dock and repair for strike craft, corvettes, and frigates. Don't expect these mobile hangers to be effective in combat, though; protect carriers or keep them away from the battle.

There's nothing really wrong with the Somtaaw destroyer. It's a nicely priced killing machine that should become the core of your fleet. Protect the destroyer from various forms of attack, including ramming frigate and leeches (if playing a Somtaaw player). Keep these powerful ships healed during big battles by assigning workers to heal the destroyers. You should also research repair bots in extended games; the technology lets frigates and capital ships heal slowly over time.

The dreadnaught provides a step above the destroyer - more firepower and armor at the expense of price, support units, and maneuverability. Devastating against larger ships, protect the dreadnaught from its vulnerabilities - against Beast corvettes and, to a lesser extent, strike craft. Upgrade the dreadnaught with its repulse weapon to push enemy ships away.

The Beast's heavy cruiser fits nicely between the Somtaaw destroyer and dreadnaught in power, with one wild card - infection. Like the Beast command ship and carrier, the heavy cruiser can infect and capture Somtaaw ships. Further, it's simply a strong killing machine. Try not to get overmatched against a dreadnaught group. Protect your heavy cruisers against enemy frigates with corvettes and strike craft.



Chapter Three

Unit Statistics

This section includes statistics for the default Somtaaw and Beast fleet. Here, you'll find the units name, resource unit cost, support unit requirements, mass, firepower, armor, coverage (the higher the percentage, the better the ship operates against multiple craft), maneuverability, velocity, and special ability if applicable.

Somtaaw Fleet

These statistics reveal Homeworld: Cataclysm's Somtaaw fleet.

Unit	RUs	Support Units	Mass	Firepower	Armor	Coverage	Maneuverability	Maximum Velocity	Special Ability
Recon	40	2	41 tons	40	25	4 percent	Very high	1,000 m/s	None
Acolyte	75	2	90 tons	85	70	6 percent	Very high	825 m/s	Link
Mimic	70	2	55 tons	N/A	20	N/A	Very high	750 m/s	Link, mimic
ACV	150	4	180 tons	170	140	6 percent	High	600 m/s	Unlink, EMP
MCV	140	4	110 tons	N/A	40	N/A	High	550 m/s	Unlink, mimic
Multibeam frigate	700	12	10,200 tons	3,900	4,000	90 percent	Medium	370 m/s	None
Hive frigate	575	20	9,900 tons	1,400	3,800	12 percent	Medium	390 m/s	Swarm
Ramming frigate	650	10	12,900 tons	2,500	4,700	6 percent	Medium	398 m/s	Ram
Sentinel	70	3	21 tons	290	350	15 percent	High	250 m/s	Shield
Leech	40	2	26 tons	N/A	30	N/A	Very high	1,250 m/s	Leech
Destroyer	3,000	38	28,000 tons	8,500	16,000	30 percent	Low	325 m/s	None
Carrier	3,400	0	129,000 tons	4,200	65,000	80 percent	Very low	300 m/s	Infect
Dreadnaught	6,800	80	152,000 tons	24,000	85,000	80 percent	Very low	280 m/s	Repulse
Worker	500	4	5,200 tons	N/A	1,500	N/A	Medium	425 m/s	Harvest, repair, salvage
Processor	1,100	15	89,000 tons	2,500	45,000	80 percent	Low	250 m/s	Crystal process, repair



Beast Fleet

These statistics reveal Homeworld Cataclysm's Beast fleet.

Unit	Rus	Support Units	Mass	Firepower	Armor	Coverage	Maneuverability	Maximum Velocity	Special Ability
Recon	50	2	41 tons	40	30	4 percent	Very high	1,000 m/s	None
Interceptor	65	2	90 tons	65	85	5 percent	Very high	810 m/s	None
Cloaked fighter	95	2	90 tons	75	80	5 percent	Very high	750 m/s	Cloak
Attack bomber	120	3	60 tons	86	90	5 percent	Medium	640 m/s	None
Missile corvette	320	4	775 tons	320	1,400	60 percent	High	490 m/s	None
Multigun corvette	275	5	750 tons	380	730	78 percent	Medium	570 m/s	None
Heavy corvette	250	4	750 tons	200	1,700	50 percent	Medium	550 m/s	None
Ion array frigate	700	15	13,500 tons	3,500	5,100	6 percent	Low	230 m/s	Cloak
Defense field frigate	900	10	13,000 tons	N/A	4,650	100 percent	Low	310 m/s	None
Cruise missile	250	4	490 tons	N/A	68	N/A	High	650 m/s	None
Heavy cruiser	6,500	70	131,000 tons	20,000	77,000	30 percent	Very low	245 m/s	Infect
Carrier	3,400	0	121,000 tons	4,000	65,000	75 percent	Low	290 m/s	Infect
Worker	650	4	5,200 tons	N/A	1,800	N/A	Medium	365 m/s	Harvest, repair, salvage
Processor	1,200	13	89,000 tons	2,500	45,100	80 percent	Low	235 m/s	Crystal process, repair



Chapter Four

Campaign Walk-through

This section features a complete walk-through for Homeworld: Cataclysm's single-player campaign game. Inside, you'll find strategies for completing each objective, how best to gather the mission's resources, and tactics for eliminating all enemy forces efficiently and effectively.

Mission 1 - Hiiagra

The Kiith Somtaaw mining vessel, the Kuun-Lan, responds to a distress call near the homeworld, Hiiagra. The carrier Veer-Rak reports that its strike fleet needs cover, and furthermore, that the firelance frigates are under attack from Taiidan bombers. Assisting the firelance frigates is your first priority.

Objective 1 - Destroy Taiidan Bombers

The Taiidan attack bombers attacking your ion cannon frigates must be destroyed. Build some acolytes as soon as possible and send them over to help the frigates.

As soon as you gain control of the Kiith Somtaaw command ship and fleet, select the two workers and press the H key to order them to begin harvesting the nearby asteroids. Alternatively, you can rubber band select the workers and use the right-click menu to order them to harvest or simply select the workers and right click on the asteroids to get them moving.

Open the command ship's build menu by pressing the B key. Seek out the acolytes on the left-hand menu and start construction. Though the Taiidan bombers can be eliminated with just a handful of acolytes (approximately five to six), you may as well produce a sizable fleet of acolytes for use across the entire mission. Queue about 15 acolytes and exit the build menu by using the close button on the lower right corner.





Send your acolytes against the Taiidan bombers.

A cutscene interrupts acolyte production - a small force of Taiidan fighters are breaking off from the main battle to investigate your hyperspace signature. The fighters head for your harvesting workers. Select your acolytes and assign them to a group (for instance, press Alt-1 to assign them to group number 1). Monitor the Taiidan fighters on the sensor map (press the space bar to toggle between maps). Wait until they close on the workers to move your acolytes; that way, you'll have produced plenty of acolytes to send into battle.

Place the acolytes in the X or claw formation. As you near the fighters, use the Ctrl key and rubber band select all enemy fighters - that way, your acolyte group will attack several Taiidan fighters at once. Place the acolytes on aggressive tactics as you close in to fight. Once the Taiidan fighters are destroyed, regroup your acolyte force (and add any additional acolytes) and open the sensor map.



Use the sensor map to move your acolyte force to the indicator - the location where the Taiidan bombers are attacking the firelance frigates. The bombers attacking the frigates are quite spread out. Keep your acolytes in X or claw formation and aggressive tactics and concentrate your fire on a single Taiidan bomber as you enter the fray. Ctrl select the additional Taiidan bombers on the screen. Keep rotating your view until you select and destroy all remaining bombers.

Objective 2 - Explore the Designated Region

Your sensor grid has been knocked out in this area. Send recons in to explore and fight what enemy ships may be lurking there.

Send your acolyte group (group 1, defending the firelance frigates) back to the Kuun-Lan; dock it to automatically repair any damaged vessels. Depending on your current acolyte force, produce additional ships. At least 15 should be sufficient, though feel free to use more to maximize firepower in the battles that lie ahead.

Once all ships are back at the Kuun-Lan, select your three recon ships and assign them to a second attack group. Hold your position at the Kuun-Lan and switch on the sensor map to observe a second Taiidan interceptor group approaching from the main battle. Destroy the interceptors with your aggressive acolytes.

Use the sensor map to locate the designated region. Move the recons and acolytes to the designated area. Order the recons to guard the acolytes, so your recon scouts and acolyte fighters arrive at the region simultaneously. As you near the region, a cutscene interrupts your approach.

Objective 3 - Destroy Resourcing Convoy

Destroy all enemy resource collectors harvesting in the area. Be on the look out for any ships guarding the resources.

A few defenders guard the resource collector convoy. Order your acolytes against the defenders. Stop the recons by using the right click menu and selecting "cancel." With your powerful acolyte force, there's no reason to endanger the recons by moving them into the defenders' firing range.



With the defenders eliminated, the resource collectors are sitting ducks. Place the acolytes in sphere formation and attack each resource collector in turn. The faster you attack, the more resources remain for your own workers to harvest.

During the battle, command sends a message that a new linking technology is available for research. The technology lets two acolytes link together into a single, more powerful ACV craft. Additionally, you can simply produce the ACV from the command ship and unlink the ship into two acolytes if you wish.

You have a few moments of relaxation after the resource collectors are destroyed. Use the time to move the Kuun-Lan command ship to the resource patch you just liberated. Alternatively, you could build a processor and send it along with your workers to the resource cluster. Soon, though, a cutscene interrupts with new orders.

Objective 4 - Defend Proximity Sensors

Proximity sensors are under attack. They must not be destroyed. Defend them immediately.

Open the sensor map and spot the red enemy radar blips approaching the sensor net behind the Kuun-Lan's original start position. Use the sensor map and your acolytes to intercept the Taiidan attack groups. Attempt to attack separated groups; attacking the entire Taiidan group at once could be deadly, even to a large acolyte force. The Taiidan groups consist of interceptors and two multigun corvettes.

Concentrate all firepower on a single multigun corvette before moving on to the next. Follow the Taiidan crafts until all are destroyed. You may have to keep reverting back to the sensor map to efficiently follow the rampaging Taiidan ships.

Objective 5 - Destroy Crippled Heavy Cruiser

This Taiidan heavy cruiser is fleeing and badly crippled. Finish it off. Make sure to watch for any escort it might have.

Send all ships back to the Kuun-Lan for repair. The linking technology research should be completed by now. With your acolyte group selected, open the right click menu and select "upgrade." This will send your acolytes





back to the Kuun-Lan; the acolytes will dock, be repaired, and emerge with upgrades. Use the right click menu and select "special function" then "link" to combine each set of two acolytes into a single ACV. Also, you can produce additional ACV instead of two acolytes (and the single ACV can be unlinked into two acolytes).

With your linked-acolyte (ACV) group selected, open the sensor map and locate the radar blip indicating the fleeing heavy cruiser. Now, you could assist in the main battle if you wish. This could garner you some more kills, but it's not necessary to complete the mission. Instead, move toward the fleeing heavy cruiser and prepare for battle. Place the ACV group into X or claw formation with aggressive tactics.

Spot the defenders escorting the heavy cruiser. Target the defenders first with a Ctrl banded attack. Once the defenders are eliminated, move to the heavy cruiser. Use sphere formation to maximize constant firepower. The end mission objective appears once the heavy cruiser is destroyed.

Before moving on, make sure all resources in the mission area have been collected. Select your workers and press H if they aren't already harvesting. Once all have been collected, select "end mission" to proceed to mission two.

Mission 2 - Outskirts of Hiigaran System

The Kiith Manaan sends a transmission, ordering you to search for a damaged destroyer, the Bushan-Re.

Objective 1 - Find the Bushan-Re

Locate the Bushan-Re, so repairs can proceed immediately. Use waypoints to send recons on routes circling out from the position of your command ship.

Select your recons (or produce two or three if you don't possess recons) and use the waypoint system to patrol around the command ship. With the recons selected, right click and select the circular waypoint pattern. Press W to open waypoint movement and click a circular patrol formation around the command ship. You won't find the Bushan-Re just yet, but the exercise is good practice for using waypoints in the future. Before you can locate the Bushan-Re, other objectives must be completed.



Use waypoints to pinpoint the location of the Bushan-Re.

Objective 2 - Build Engineering Module

To research repair technology, you must build an engineering module. This module can be found listed on the build manager at the bottom.

Open up the build menu by pressing the B key. Select the engineering module and start construction. You'll observe a brief cutscene of the canister jettisoning and being replaced with the engineering module. Once it's completed, select the research menu with the R key and start research on repair and salvage technology.

Select your workers (either with a band select or with a hotkey, if you have assigned them to a group) and press H to start harvesting the nearby



resources. If you built a processor, make sure you use the processor to guard the workers to hasten resource gathering.

Not long after the mission begins, raider forces converge and attack the workers and the Kuun-Lan. Select your acolytes (link them into ACVs) and intercept the fighters. Use aggressive tactics in claw or X formation. Finish off the fighters and dock with the Kuun-Lan for repairs.

A cutscene soon interrupts, displaying faint communication signals on the sensors map. You're ordered to send the recons over to locate the Bushan-Re amongst the signals.

Select your recons and use the sensors map to navigate the quick ships over to the signals. As you arrive, the Bushan-Re appears in a cutscene; it's heavily damaged and need of immediate repair.

Objective 3 - Repair the Bushan-Re

Send a worker to repair the Bushan-Re. The more workers you send, the faster you can repair the ship. The workers repairing must be upgraded after researching repair technology in the engineering module.

Once repair technology has been researched, select your workers and, using the right click menu, choose "upgrade" to send them back to the Kuun-Lan to be outfitted with the new technology. You may also wish to produce additional workers to quicken the repair process and still continue to harvest remaining resources.

Send the worker group to the Bushan-Re. Escort the workers with your ACV group; select the ACVs and order them to guard the worker group. Once you reach the Bushan-Re, select your workers and order them to repair the damaged destroyer. The more workers you use, the faster the repair process. You can monitor the progress by selecting the Bushan-Re and watching its health bar.

During the repair process, a new signal is detected - incoming Hiigaran support frigates. Move your ACV to intercept the support frigates as the Hiigaran ships aren't what they seem. When the support frigates reach the Bushan-Re, command states that the frigates aren't responding to communications. Within seconds, the support frigates transform into raider





corvettes. Apparently the raiders were using some sort of holographic technology.

Use the ACVs to destroy the raider frigates and protect your workers from attack; the Bushan-Re can withstand a lot of damage, but your workers are much weaker. As you continue repairs, a new signal is detected on the sensors map.

Objective 4 - Salvage Derelict

Send a worker to salvage the unknown derelict. You should send a small contingent of fighters to support the worker. The salvaging worker must be upgraded after researching salvaging technology in the engineering module. To salvage, place the mouse pointer over the derelict and press the right mouse button.

Send a worker, guarded with your ACVs, over to the derelict - a blip on the sensors map indicates its position. Make sure your workers are upgraded with salvage technology; if not, you must select "upgrade" on the right click menu once the salvaging technology research has been completed. With the worker selected, right click on the derelict to begin the salvaging process.

During salvaging, a raider carrier jumps in and sends out waves of raider fighters to liberate the derelict. Intercept the incoming raiders with your ACV group. As the battle begins, the Bushan-Re jumps out instead of offering assistance.

Objective 5 - Destroy Turanic Raiders

Turanic Raiders are attempting to salvage the derelict for themselves. Eliminate all hostile forces you encounter. Always make sure to have a defense force near your workers as they harvest.

Finish off the raider fighter groups with your ACVs. Escort the salvaged derelict back to the Kuun-Lan. You should also maneuver the Kuun-Lan toward the derelict to quicken the salvaged craft's return. Continue harvesting any remaining asteroids (don't bother with the moving meteor showers). Once the raiders are destroyed and the derelict back at the Kuun-Lan, the mission concludes.



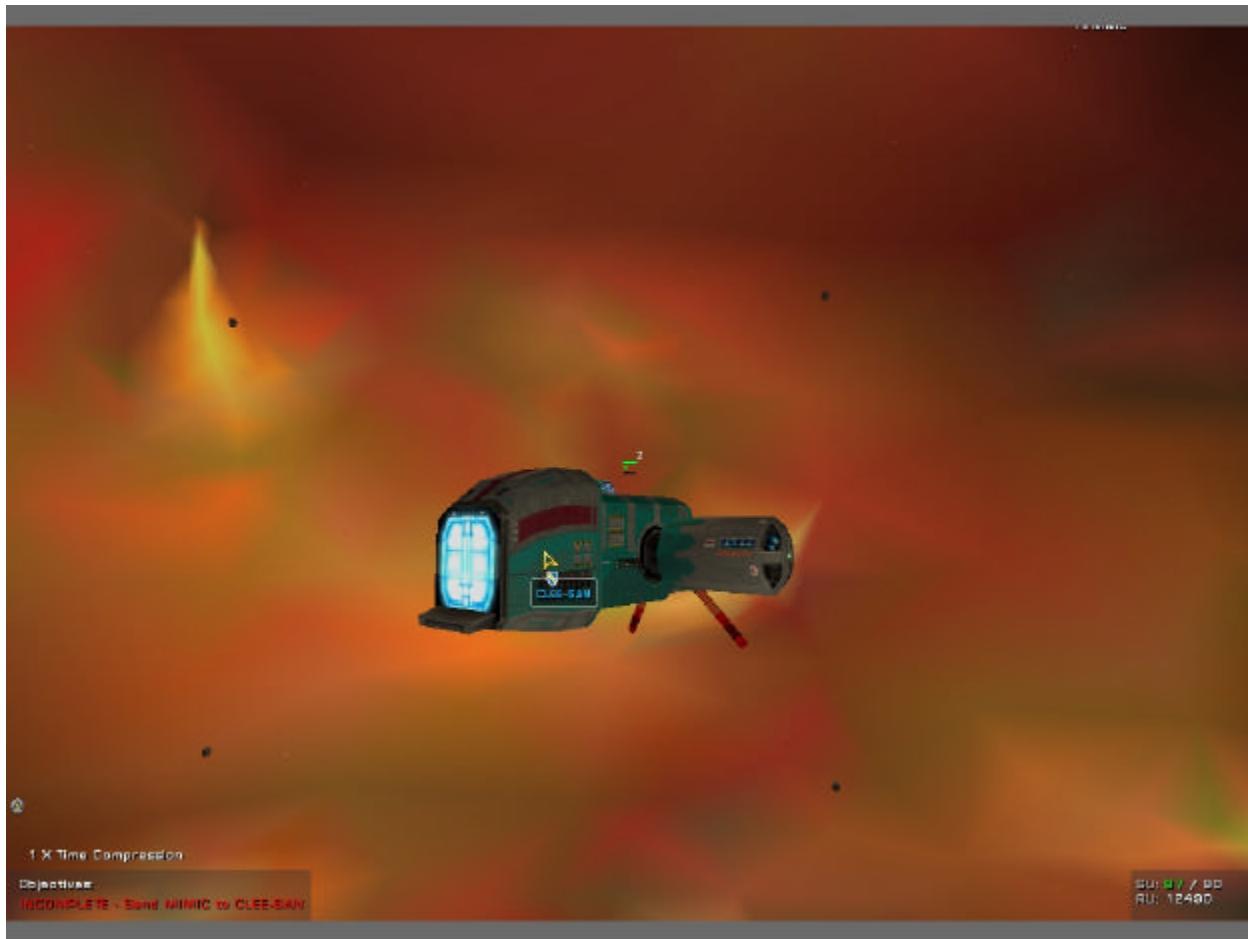


Mission 3 - Coruc-Tel System

The pod is analyzed, but doesn't match currently known races. A science vessel, the Clee-San, could provide further information on the pod and has transmitted a distress signal. The signal appears to be jammed near the source, so the Kuun-Lan moves in to investigate.

Objective 1 - Find Clee-San

The Clee-San appears to be in distress. Its signal is being jammed by an unknown source. Dispatch forces to find her immediately. The last known position of the Clee-San is pinged in your sensors manager.



Send a mimic to the Clee-San to complete the mission objective.

Select your workers and begin harvesting the area resources by pressing the H key. If you have a processor, use the processor to guard the workers to





hasten resource collection. Hit R to open the research menu and start researching afterburner.

The Clee-San lies a great distance away. Instead of sending your acolytes or ACVs, open the build menu (by pressing the B key) and produce a single mimic. You can now produce the unique mimic unit since you researched holographic emitter technology last mission. The mimic can use holographic technology to assume the look of an enemy unit or asteroid.

Build the mimic and select the new unit. Open the right click menu and select mimic, then enemy ship - choose to mimic an enemy fighter. Use the sensors manager to maneuver the mimic toward the radar blip indicating the Clee-San's position. As you near the vast space between the Kuun-Lan and the Clee-San, a cutscene interrupts your view and reveals an enemy minefield protecting the Clee-San from investigation.

The mimic's ability to resemble enemy fighters, though, will leave you undisturbed. Continue toward the Clee-San and take note of the mine positions on the sensor manager. Don't run into any mines; instead, maneuver over them by holding down the Shift key and moving the cursor up as you conduct moves on the sensors manager. Additionally, avoid the patrols of raider fighters and minelayer corvettes. As long as you don't initiate attack or shut off the mimicking, you will remain undetected.

A cutscene interrupts your movement as you near the Clee-San. The science vessel is positioned behind a wall of mines - and its communications are still jammed.

Objective 2 - Send Mimic to Clee-San

Send a mimic to secretly set up a direct communications link with the Clee-San. The best way to achieve this is to instruct a mimic to imitate an enemy fighter, then instruct it to guard the Clee-San. None of the mines can track a mimic when it imitates an enemy ship.

Move the mimic closer to the Clee-San to establish a communications link. You receive a transmission from the Clee-San, including the mine codes, revealing the position of raider mines on the sensors map. You're ordered to clear a path through the minefield and escort the Clee-San back to the Kuun-Lan.



Objective 3 - Clear Path for Clee-San

Take groups of acolytes (set to evasive tactics) and left bandbox attack mines that are in the way. Once you have moved a mimic near the Clee-San, you will see mines in the sensors manager and can instruct fighters to attack them from long distance. Once mines close to the Clee-San are cleared or destroyed, it will move toward the Kuun-Lan. If the Clee-San encounters any more mines, it will stop and wait for you to clear them. If no mines are encountered, the Clee-San will dock with the Kuun-Lan.

Leave the mimic at the Clee-San. Press the B key to open the build menu and start construction on a weapons module. Once it's complete, open the research menu by pressing the R key. Research the new missile launcher technology, which will add a missile special ability to your acolytes.

Ramp up your ACV force to 15 to 16 ACVs. Start moving toward the minefield. Don't enter the heart of the minefield, though; remain just outside, so you aren't overwhelmed with the tracking mines. You should take on mines in acolyte form in evasive tactics; the smaller crafts are faster and much more elusive. Further, their numbers can rip through the mines with relative ease. Once you encounter raider defense forces, return to the more powerful linked ACVs.

As you continue to clear the minefield, advance the Kuun-Lan just outside the minefield. You can't dawdle much in your clearing of the outer and inner minefields around the Clee-San. A large raider force is incoming; if you take too long, the force hyperspaces in and attacks the Kuun-Lan. Moving the Kuun-Lan toward the Clee-San will buy you additional time should the force jump in.

Continue toward the Clee-San, clearing a path through the mines. More mines surround the Clee-San; of more danger, however, are the missile corvettes and fighter groups. Concentrate all firepower (as ACVs) on the missile corvettes that approach. Replace any destroyed ACVs with new craft. Also consider retreating back to the Kuun-Lan if you're overwhelmed; once back to the command ship, dock and repair the ACVs.

Remember to assume acolyte form and evasive tactics when combating mines; then, shift to ACV and aggressive tactics when battling raider fighters





or corvettes. Once the mines are cleared or destroyed from around the Clee-San, it begins its approach the Kuun-Lan. The mission concludes once the Clee-San reaches the Kuun-Lan.

Mission 4 - Deep Space (Tel Sector)

The research team begins analysis of the derelict alien pod. It's discovered the pod is some sort of beacon or transmitter and could possibly be up to 1 million Hiigaran years old. During the study, something goes wrong and gets loose inside the lower decks. The hanger module explodes, crippling the Kuun-Lan.

Objective 1 - Replace Hanger Module

You must rebuild the hanger module. The hanger module is listed in the build manager near the bottom.

You aren't under time constraints with the Kuun-Lan's research deck floating away in space. Take the extra time to begin harvesting resources. Select the workers and press H to start gathering. If you possess a processor, select the processor and order the ship to guard the workers. Feel free to get all the nearby resources before deciding to start construction on the hanger module.

When ready, open the build menu with the B key and start construction on a new hanger module. Once the hanger module completes, a new objective appears.

Objective 2 - Escort Clee-San with Ten acolytes

Send a contingent of ten acolytes or five ACVs to provide support for the Clee-San. Instruct them to guard the Clee-San in sphere formation.

You're ordered to investigate the research module by using the scanning system onboard the Clee-San. You must use at least ten acolytes or five ACVs to escort the Clee-San to the research module. If you don't use at least that amount, the Clee-San won't move toward the module. But, don't use more than that amount; disaster is going to strike this search party, and you don't want to lose more craft than necessary. Because of this, don't send experienced ACVs - send off your newest and least experienced vessels!



Select the five ACVs and order them to guard the Clee-San in sphere formation. The Clee-San will automatically move toward the research module's position indicated on the sensors manager. Should you want to stop the Clee-San at any time, simply take the five ACVs off of guard duty.

As you move through space to the research module, new territory becomes uncovered. This territory includes additional resource deposits. Move your workers, processor, remaining ACVs, and even the Kuun-Lan to this position and begin harvesting. The presence of the Kuun-Lan will also assist with the impending attack from a new enemy.



Don't approach the research module with more than ten acolytes - you're going to lose them all!

As you approach the research module, a cutscene appears depicting the Clee-San attempting its scans on the module. A particle beam fires from the





research module and slams into the Clee-San and escort ACVs. This new enemy infects all ships - the Kuun-Lan reports incoming enemies on several attack vectors.

Objective 3 - Research Infection

Whatever happened to the research module must have spread to the other ships. We have no choice but to deal with them as hostiles. Get a research team studying the tapes and stay away from the research modules at all costs.

As soon as you regain control, open up the research menu by pressing the R button. Select "infection organism" and begin researching. If you haven't already (which you should have, if you followed the steps in this walk-through), start moving the Kuun-Lan to the middle of space to the resource patch. As mentioned in the objective, stay away from the research module. While you are researching infection organism, open up the Kuun-Lan's build menu (by pressing the B key) and replace your infected ACVs.

Objective 4 - Protect Kuun-Lan

Destroy any infected ships that attack while you review the tapes to learn more about what happened to the Clee-San. However, stay away from the research module, as it will probably infect anything that gets near it.

Continue harvesting the remaining resources. Defend the Kuun-Lan and attack the infected ships. Place ACVs in aggressive tactics and in X or claw formation, then bandbox attack the incoming infected fighters. The new enemy will send out workers in an attempt to harvest the remaining resources - where the bulk of your fleet should be. If your Kuun-Lan rests here, as it should, its firepower will help defend your own resource group as well as the ACVs.

Eventually, a group of raiders jumps into the battle area to take the Clee-San - the raiders are unaware of the new alien threat. Continue to defend the Kuun-Lan from attack. The attacks will become stronger and stronger. Keep your vessels near the Kuun-Lan and consider docking the ACVs that are heavily damaged. Soon, you'll be ordered to hyperspace out of the mission area. All ships must dock or be lost before the hyperspace jump can take place. Wait for the ships to dock, then prepare for the next mission.



Mission 5 - Aiowa System

Between missions, much is discovered about the Beast. This new threat appears to absorb and infiltrate its enemies with the particle beam. Once infected, the unit comes under control of the Beast.

Objective 1 - Intercept Bentusi Station

Send out a recon to intercept the Bentusi station.

Start harvesting as soon as you gain control of your fleet. If you are using a processor, set the processor to guard your worker force to quicken the collection of resources. There's no immediate rush to investigate the Bentusi location; spend time harvesting and bolstering your assault force. Build support modules (you must first have an engineering module and researched support systems, if you haven't already) to increase the size of your fleet. Produce additional ACVs in preparation for battle - at least 15 to 20 are optimal.

Instead of sending a mimic or recon to the Bentusi position, send the entire fleet. Move the Kuun-Lan toward the Bentusi station to assist in its defense. The Bentusi comes into view as you near the vessel - it's under intense attack from waves of Beast fighters. The Beast fighters can't stand up to the Kuun-Lan, if you can escort the command ship close enough. Send your ACVs against the Beast fighters and let the Kuun-Lan assist in the attack.

The main reason you want to move the Kuun-Lan up is because moments after you reach the Bentusi, an additional wave of Beast ships jump in and assault the Kuun-Lan from its rear flank. The fighters from this flank aren't necessarily a problem - but the ion cannon frigates are. Move your ACVs back to the Kuun-Lan (which shouldn't be a long flight) and eliminate the ion cannon frigates and fighters.

Resume your defense of the Bentusi station. During the battle, a friendly vessel, the Caal-Shto, enters to assist in the fighter. Unfortunately, the Caal-Shto doesn't understand the danger of the Beast.



Objective 2 - Protect the Caal-Shto

The Caal-Shto doesn't understand the nature of the Beast. Protect her at all costs.

Early in its arrival, the Caal-Shto can take care of itself. Use the sensors manager to monitor the Caal-Shto - if red enemy blips surround the friendly capital ship, consider diverting your ACVs to assist in its defense. Late in the battle, monitor the Caal-Shto more closely as Beast fighter wings head straight for the ally vessel.



Monitor the nearby Caal-Shto and protect it from Beast attack.

You can attempt to hold off the Beast attack on the Bentusi station, but you're just holding off the inevitable. Go for the ion cannon frigates and missile corvettes; the fighters aren't a significant threat. Position the Kuun-Lan near





the Bentusi to help eliminate the Beast fighter attack. Once the beast heavy cruiser arrives, the Bentusi station refuses to succumb to Beast control and self-destructs.

Objective 3 - Destroy Beast fleet

Destroy any remaining Beast ships. Concentrate your efforts on destroying the Beast heavy cruiser before it can infect your ships. Keep a lookout for carriers as there is probably one in the area reinforcing the beast fleet.

With the Bentusi vessel gone, you must finish off the remaining Beast ships. The damaged Beast heavy cruiser is your first priority. Advance the Kuun-Lan first so the heavy cruiser engages the Kuun-Lan before your ACVs. With the cruiser occupied, move in your ACVs, place them in sphere formation, and finish off the heavy cruiser.

Make sure you check on the Caal-Shto and assist if it's under attack. Move over your workers and assign them on repair if the Caal-Shto takes significant damage. The remainder of the Beast fleet arrives from the carrier, positioned from the direction from which the heavy cruiser came. Repair your ACV fleet and start moving the Kuun-Lan and your assault craft toward the carrier. Various Beast ships will attempt an attack on the Kuun-Lan, including ramming frigates. Concentrate your firepower on the frigates and prevent them from reaching the Kuun-Lan.

The Beast carrier hyperspaces out once it's under attack. Finish off all remaining Beast ships left behind.

Objective 4 - Build Advanced Engineering Module

Build an advanced engineering module. With it you can research micro-ship technology that will let you build sentinels.

Press B to open the build menu and select the advanced engineering module. Once the module completes, open the research menu with the R key and select the newly available option, microship construction. The mission concludes once the Beast fleet is destroyed, and you have researched the new technologies. The Caal-Shto remains with the Kuun-Lan and your fleet.



Mission 6 - Kadiir Nebula

The Kuun-Lan and Caal-Shto enter a nearby nebula to hide from the Beast - unfortunately, the nebula contains an Imperial Taiidan base. Before the Kuun-Lan attempts to guide the Caal-Shto through the nebula, investigate the Taiidan base to gauge its defenses and threat potential.

Objective 1 - Explore Taiidan Base

You must know what the Taiidan base has at its disposal. Send a recon to explore the base and any activity near it.

Press B to open the build menu and construct the armor module. Select your workers and get them harvesting nearby resources. Monitor them closely, though; you don't want the workers straying too far from the Kuun-Lan and Caal-Shto. Assign them to a control group so you can select and move them easily. If you have a processor, order the processor to guard the workers to hasten resource gathering.

Once the armor module completes, open the research menu by pressing the R key. With the menu open, select force field level 1 to research the new technology. Depending on your available resources, construct additional ACVs or acolytes to prepare for the mission ahead.

It's likely you'll encounter a small wing of Taiidan interceptors, likely threatening your resource group. Send your ACVs against the interceptors. Place your ACVs in aggressive tactics and use X or claw formation. Continue to monitor your resource group to keep it from straying too far away from the Kuun-Lan's start position.

When you're ready to investigate the Taiidan base, build a mimic and use its special action menu to mimic an enemy interceptor. Use the sensors manager to send the mimic toward the Taiidan base indicated by the yellow blip on the sensors map. Once the mimic is within range, you'll gain sight on the base and its defenses. The Taiidan base is well-defended, and it's advisable to stay as far away as possible so you don't disturb the plentiful ships.

Gaining sight on the Taiidan base triggers the main objective of the mission. On the sensors map, you will see new yellow blips, indicating the desired path





through the nebula. Before you send the Caal-Shto, though, you must search each NAV point and clear out any enemy ships or mines.

Objective 2 - Scout NAV points

We must ensure that the NAV points are clear. Send recons ahead to ensure the safety of the projected route. You should explore each location pinged in the sensors manager.

Leave the mimic near the Taiidan base to monitor its patrols. Also, once you gain sight of the base, the Taiidan opponent sends out small waves of interceptors toward the Caal-Shto. If the interceptors spot the Caal-Shto, they return to base and alert the Taiidan forces of your presence. To prevent such a disaster, leave a squad of ACVs (eight to ten should be sufficient) between the Caal-Shto and your mimic holding sight on the Taaidan base.

It's time to search each ping on the sensors map. The objective tells you to send a recon; however, sending a recon triggers the Caal-Shto to move each time a NAV point is cleared. Instead, leave the Caal-Shto at its start position for now and use a mimic to investigate each ping.

Send the mimic to the first ping and follow close behind with 20 to 30 acolytes in X formation with evasive tactics - you're about to encounter some mines. The first ping is clear, but the second ping contains a minefield and several Taiidan minelayers.

Objective 3 - Destroy Taiidan Minelayers

Either use kamikaze mimics or groups of acolytes (on evasive) to take out the minelayer corvettes and any mines they lay.

With your acolyte group, using evasive tactics, approach the minefield and target the nearest mine. Others may target you, so quickly move to the next target once one has been destroyed. Once the minelayers come into view, micromanage (or use attack groups) to assign half your acolytes against nearby or dropped mines and the other half against the minelayer corvettes. Should any interceptors arrive, defeat them with your acolytes. Also consider linking the acolytes into ACVs once all the mines are destroyed - the ACVs are much better in combat.





At some point during your exploration of the NAV points, a new research option becomes available. Press R to open the research menu and select frigate drive to provide a new build option, the hive frigate.

As stated previously, make sure to pay attention to the audio announcements. If you hear that a wave of scouts was launched from the Taiidan base, you must concentrate briefly on the Caal-Shto and your defending craft. Keep those ACVs between the Caal-Shto and the Taiidan base, so it's easy to intercept any scouts. Keep the scouts away from the Caal-Shto - it's much easier to defeat the scouts coming at you than attempt to chase them down.

Advance to another NAV point and keep clearing any mines you discover. Once you have cleared all but one NAV point, it's time to get the Caal-Shto on the move.

Objective 4 - Guard Caal-Shto with Command Ship

Escort the Caal-Shto to the other side of the nebula with your command ship, the Kuun-Lan. The best way to do this is select your command ship and instruct it to guard the Caal-Shto using the G key. It is also advisable to put a group of ACVs or sentinels in sphere formation around the Caal-Shto. The objective won't complete if the Caal-Shto is under attack, even once you have escorted it to the other side of the nebula.

To start the Caal-Shto toward the NAV points, you must use a recon. Build a recon if you don't have one. Move the recon to the first ping on the sensors manager. Once it announces "NAV point clear," the Caal-Shto will be on the move. Select the Kuun-Lan and order it to guard the Caal-Shto. Clear each NAV point with the recon until the Caal-Shto and Kuun-Lan lie one NAV point from the last.

During this mission, you can gather a bunch of resources - and most you can't see on the default sensors manager. Just make sure your workers and processor stay away from mines and, more importantly, the Taiidan base. Let them loose and let them gather (use time compression to speed up the process). Gather most or all the resources, and you'll have a large bank of resources to carry into the next few missions.

When ready, advance the mimic to the final NAV point to discover a heavy cruiser and defenders guarding the exit out of the nebula.



Objective 5 - Research Phased Telemetry

This technology can be researched in the advanced engineering module. It will let you build leeches, which will be useful in taking out large enemy ships that do not have nearby proximity detectors.

To destroy the heavy cruiser easily, you must first research a new technology: phased telemetry. Open up the research menu with the R key and select the new technology. Phased telemetry will let you construct leeches - an excellent unit to use against large capital ships.

Objective 6 - Destroy Heavy Cruiser and Escort

The heavy cruiser is blocking your exit path from the nebula. It and its fleet must be destroyed. Research phased telemetry technology in the advanced engineering module, build some leeches, and latch them onto the heavy cruiser via the special action menu (press Z with the leech selected).

Use the Kuun-Lan to build eight to ten leeches. If you don't have available support units, either construct additional modules or retire some acolytes. Group the leeches and send them against the heavy cruiser. The leeches will be the special action vent by default - that's exactly what you want. Once the leeches latch onto the cruiser, it's only a matter of time. The cruiser explodes and the defenders head toward the Kuun-Lan.

Time is of the essence now, as the Taiidan fleet will retaliate within moments. Clear out the defenders with your ACV group. Move the recon to the final NAV point, so it's clear. The Kuun-Lan and Caal-Shto will begin moving toward the slipgate at the end of the nebula. As the Caal-Shto approaches the slipgate, a Taiidan force moves against the Kuun-Lan's rear. Don't waste your ACVs or acolytes against the Taiidan force; the Kuun-Lan can withstand the punishment.

When the Caal-Shto exits, you can hyperspace. Wait for your ships to dock with the command ship, then proceed to the next mission.



Mission 7 - Outskirts of Kadiir Nebula

It's believed an alien ship called the Naggarok picked up the lifeform in hyperspace. Once it was discovered what the lifeform was, an attempt was made to destroy the ship to prevent the lifeform from escaping. The self destruct sequence, though, automatically launched a distress beacon containing a small amount of the lifeform - just enough to breed again, when the pod was found nearly a million years later.

Objective 1 - Investigate Mayday Signal

Send a recon to investigate what is attacking the convoy.

A Taiidan rebel convoy, just outside the Kadiir Nebula, has issued a distress call. As the mission begins, orders are to investigate the distress signal and the convoy to see firsthand what is threatening the rebel ships. Before you send out the recon, start preparing your fleet for the mission ahead.

First, hit the R button to open the research menu - you have a new technology option. Research armor level two and upgrade applicable units to the new armor. Select your workers and order them to harvest the nearby resources. If you possess a processor, order it to guard the workers. Your worker group will be threatened during the mission; guard it with a group of eight to ten acolytes.

Next, build enough support modules to maximize your support units (if you haven't already). Then, produce around 40 to 50 acolytes and assign them to five or six different attack groups. If you can afford more acolytes, maximize your support units with the weak, but agile fighter.

When ready, move the Kuun-Lan and your entire fleet toward the distress call (indicated by the radar ping on the sensor manager). As you approach, you realize the magnitude of the situation. The Beast ships have launched cruise missiles, specially designed bio-weapons that will infect ships. A convoy ship can withstand a few cruise missiles, but the more that get through, the more trouble you'll have. Each time a convoy ship is converted, it starts launching cruise missiles of its own.



Objective 2 - Protect Convoy from Beast

Protect your convoy from multiple waves of Beast infection missiles. The best way to do this is to send groups of recons and acolytes to the perimeter of the convoy and immediately attack any Beast ships that show up in sensors manager. Move your command ship closer to the route of the convoy, so you can deploy reinforcements from a shorter distance.

As soon as the objective becomes available, open the sensors manager and send an acolyte group (each group should contain ten or more acolytes) to each cruise missile radar ping. Set the acolytes on aggressive tactics and in X formation. You should do most of the action from the sensors manager. When you spot the red enemy blips, select one acolyte group (each one should be set to an attack group) and control bandbox select the nearest group of cruise missiles.

If you possess more acolyte groups than there are cruise missile groups, simply double or triple up on the nearest group of Beast missiles. If a convoy ship is converted, it should be destroyed immediately. Switch to the nearest acolyte group and attack only the infected convoy ship; place this acolyte group on sphere formation to quicken the destruction of the infected ship.

You'll have a small interval between waves of cruise missiles. Use the time to reposition your acolyte groups in a perimeter around the convoy. Keep a close eye on your workers, as they will be threatened by cruise missiles. Place an acolyte group near the workers and intercept any missiles to prevent easy infection of your workers or processor.

During the mission, you can research two new technologies: EMP weapon and quantum explosive charge. The EMP weapon provides a special ability to your ACVs; use the EMP weapon to temporarily disable an enemy ship. Unfortunately, acolytes are much better to use against the cruise missiles - the acolytes are faster than the ACVs. An EMP blast against an infected convoy ship, though, can buy you some extra time before it launches some cruise missiles.

This mission will certainly try your patience. You can't let too many convoy ships get infected, or the mission becomes that much harder. Once your own convoy ships start shooting their own cruise missiles into the fray, it becomes very difficult to shift your acolyte groups around to protect each ship. If a





convoy ship becomes infected, destroy it as soon as possible. Do most of your combat from the sensors manager, as it's much easier to maneuver your acolytes around - both to the perimeter of the convoy and into attack position against incoming missiles.

Objective 3 - Destroy Infected Ships

If a convoy ship gets hit by too many Beast missiles, it will become infected and begin launching Beast missiles of its own. Destroy these infected ships as quickly as possible, or the convoy's infection rate will be accelerated.

As stated previously, destroy any infected convoy ships or pay the consequences - each infected ship starts firing its own cruise missiles. Since the convoy ship is already close to the fleet, the new cruise missiles won't have to go very far to reach a friendly target.

Once the remainder of the convoy reaches the slipgate, the mission concludes in success. Make sure you spend time harvesting any remaining resources in the area.

Mission 8 - Deep Space (Koreth's Rift Sector)

The rebel convoy drops a bombshell - the Imperial Taiidan has some of the Beast organism and could be developing a bio-weapon. The convoy was on the way to meet with a Taiidan spy - take the convoy's place at that meeting to learn about the Taiidan's plan.

Objective 1 - Collect Resources and Build

Take this opportunity to collect resources in the nearby asteroid fields and reinforce your fleet.

The mission begins calmly - but it won't last for long. Start harvesting immediately. Select your workers and press the H key to order them to collect nearby resources. If you have a processor, order the processor to guard the workers to hasten resource gathering. If you haven't already, maximize your support modules to increase support units. Later in this mission, you will be salvaging enemy ships and might need support unit room - plus, constructing extra workers will help salvage the enemy ships easier.



Reorganize your fleet from the previous mission. Place your large acolyte force into one or two attack groups. You may also wish to link them to the more powerful ACVs. Also, build a ramming frigate as it comes in especially handy at one point in the mission.

After nearly four minutes of resource gathering and building, you're interrupted by a distress signal - it's the Taiidan spy!



Send ACVs quickly to intercept and protect the Taiidan spy.

Objective 2 - Protect Taiidan Spy

You require the data from the Taiidan spy. Send out recons and acolytes to reach the spy as quickly as possible and protect it from pursuers. The spy will not communicate with you until all pursuers are destroyed. Some pursuers might not be visible for some time.



Switch to the sensors manager to spot the radar ping indicating the Taiidan spy's position. Watch the cutscene from the spy - he needs immediate assistance as Imperial ships are trailing close behind. Select your acolytes (or linked ACVs) and use the sensors manager to move toward the incoming spy.

You'll likely intercept the spy and spot no trailing enemy ships. Maintain position and let the spy pass by and rendezvous with the Kuun-Lan. When the spy reaches the Kuun-Lan, he still won't transmit his information - you must first defeat all pursuers. Stay within the line from the Kuun-Lan to where you intersected with the spy. Eventually, you will spot incoming red enemy blips on the sensors manager. The first pursuers are Taiidan interceptors.

Place your acolytes or ACVs in aggressive tactics and X formation and tackle the interceptors. Tougher multigun corvettes trail the interceptors. Definitely link the acolytes to face the corvettes. Concentrate your firepower on a single corvette to eliminate the enemy vessel quickly. Follow up the initial attack by blowing apart each multigun corvette in turn. The last pursuer you'll encounter is a small group of defenders. Control bandbox attack the defenders and eliminate them.

Once all pursuers are defeated, a cutscene depicts the spy contacting the Kuun-Lan with information on the Taiidan and a nearby research base possibly experimenting with the Beast organism. A plan is hatched to infiltrate the research base by capturing Taiidan resource collectors and frigates - and use them as a Trojan horse to infiltrate the Taiidan base!

Objective 3 - Capture Three Taiidan Resource Collectors

At least two workers will be needed to salvage each Taiidan resource collector. The collectors must be damaged first, but you can issue the salvage command before they are. The workers will wait until you have damaged them, then begin their salvage operation. Make sure you escort your workers.

A set of radar pings on the sensors manager indicates the position of the Taiidan resource collector group. The resource collectors are guarded by a group of assault frigates and ion cannon frigates. The greatest danger, though, is a gravity well generator. This device can create a gravity well around itself that operates like a shield to protect nearby vessels. For instance, if you attempt to assault the group, the gravity well generator will



activate and stop all your units in their tracks - easy pickings for the assault and ion cannon frigates!

The best way to deal with the gravity well generator is to use a ramming frigate. Use the ramming frigate to take the gravity well generator and shove it away from the frigate and resource groups. Plus, the ramming frigate will eventually destroy the gravity well generator, ending the problem entirely.

There are also a few support frigates with the frigate group that will attempt to stop your salvaging and maneuvering of the gravity well generator. Your group of ACVs can make short work of these frigates, however.

To prepare for your battle, build at least four workers - it takes two to grab and salvage each frigate or resource collector. Assign the workers into two groups of two. You'll want your large ACV group from the previous mission; you can either place them into two groups or keep them as one large group. Place a ramming frigate in its own group. Finally, you may want a mimic or recon to scout the situation before you arrive.

Keep the workers back and advance the ramming frigate and ACVs into the fray. Target the gravity well generator with the ramming frigate. Once the gravity well is out of position, move in the ACVs and destroy the support frigates. Now, the frigates and resource collectors are exposed.

Objective 4 - Capture at Least One Imperial Frigate

At least two workers will be needed to salvage an Imperial frigate. The frigate must be damaged first, but you can issue the salvage command before it's actually damaged. The workers will wait until you have damaged it, then begin their salvage operation. Make sure you escort your workers.

Though you only need one Imperial frigate, it's much more beneficial to get two - one ion cannon frigate and one assault frigate. If you're really patient, you can snag even more of each type. Once you have cleared the gravity well generator and destroyed the support frigates with the ACVs, send in the two groups of workers. Assign one group to salvage an ion cannon frigate and the other worker group to salvage the assault frigate.

After salvaging the ion cannon frigate, you gain a new research option: advanced ion cannon. Research the new technology immediately to gain the



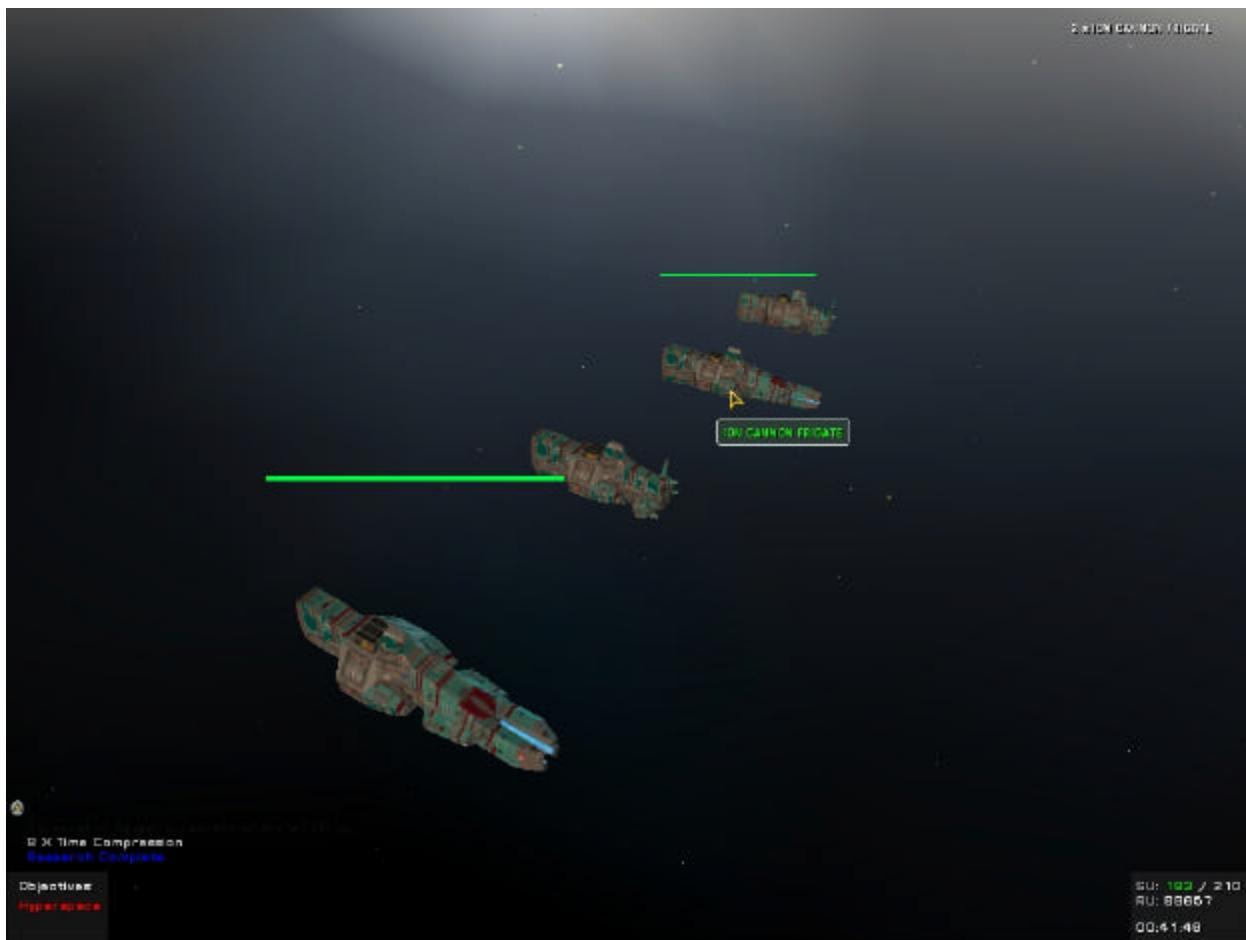


ability to produce multibeam frigates. After you salvage the assault frigate, you gain the new research option: energy cannon. Open the research menu by pressing R and research both as soon as they're available.

Snagging the resource collectors is easy compared to the frigates. Simply assign the workers to salvage each collector; if the collector hasn't sustained enough damage for salvaging, attack the collector with some ACVs. You only need three collectors - as opposed to the frigates, where it's more beneficial to gain them all.

Objective 5 - Do Not Let any Enemy Ships Escape

If any Imperial ships escape, your efforts will be in vain. Destroy all enemy ships you do not salvage.



Capture a bunch of enemy frigates and save yourself some resource units.



The last objective of the mission is to make sure no enemy ships escape the assault. Once you have all the frigates and three resource collectors, simply destroy all remaining stragglers.

The mission can end once one frigate and three resource collectors have been salvaged, and all other enemy ships are destroyed. Before you end the mission, though, harvest any remaining resources. Plus, turn on the sensors manager and spot the two purple dots behind the Kuun-Lan's start position. Send over a recon to investigate the purple dots.

Once you approach, you realize these are some sort of crystalline asteroids. You gain a new research option. Open the research menu with the R key and select "crystal processing" to learn the new technology. Once it completes, upgrade the command ship and resource units (activate the right-click menu and select upgrade). Send your workers over to the crystal asteroids. The crystals must be salvaged like ships, then processed at the processor or command ship. It'll take two workers to salvage the smaller asteroid and four to grab the larger. Process both for a heap of extra resource units. When you're finished, end the mission to head to the next.

Mission 9 - Gozan IV (Taiidan Research Planet)

The stolen resource collectors arrive at the Taiidan research base. Ready your fleet, then move the collectors to the rendezvous point to initiate the planetary insertion.

Objective 1 - Move Transports to Location

Our transports (disguised as Taiidan resource collectors) must meet up with Taiidan republic spies at the specified coordinates.

Don't rush the insertion plan - take time to harvest resources and organize your fleet. Maximize your support units with additional multibeam frigates, hive frigates, and ACVs. Select your workers and order them to harvest nearby resources. If you have a processor, use it to guard the workers, so you gather the resources more quickly.



You should also organize your fleet into several attack groups. Place your ACVs into a single attack group - or form multiple groups, if you wish to flank a group in battle situations. Place your frigates - both your own creations, such as the multibeam and hive frigates, and the stolen ion cannon and assault frigates - into a single group or multiple groups. You should also place the Kuun-Lan in its own group, so you can move the command ship if desired.

Gather all nearby resources, then prepare to move your fleet. Send your entire fleet, including the Kuun-Lan toward the rendezvous point - marked with a radar ping on the sensors manager. Interceptors scouting the map may bump into your fleet. Destroy the interceptors easily with your ACVs or frigates. When you reach the rendezvous point, the collectors begin their mission.

Objective 2 - Destroy a Proximity Sensor

Disrupt the Taiidan proximity grid by destroying a proximity sensor. In doing so, you can provide the necessary diversion for your insertion team.

For the resource collector mission to succeed, you must create a diversion by alerting the Taiidan force to your presence by eliminating part of its sensor grid. The grid is clearly marked on the sensors manager - simply spot all the radar pings that encircle the planet. Keep the Kuun-Lan away from the pings, but move your offensive units (ACVs, frigates, and so on) toward the grid. You may encounter enemy forces, including ion cannon frigates, interceptors, and multigun corvettes, as you approach. Blow up one proximity sensor to trigger the next objective.

Objective 3 - Wait for Transports

You must wait for your transports (disguised Taiidan resource collectors) to infiltrate the base on the planet and gather the needed information.

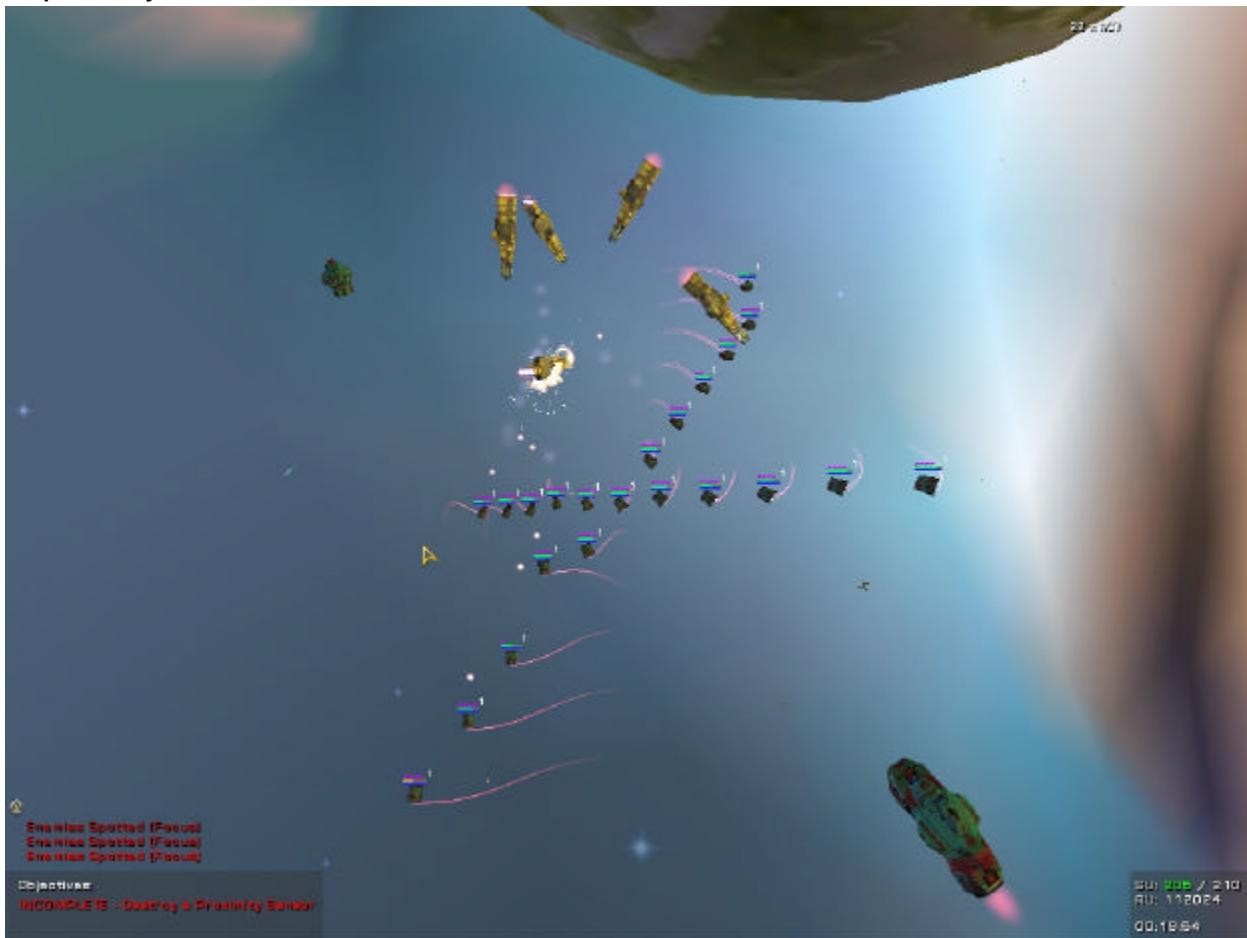
With the diversion completed, you must now wait for the transports to complete their mission. Unfortunately, your diversion alerted the Taiidan forces to your presence - and they aren't too pleased with your incursion! Retreat back to the Kuun-Lan immediately. Move your forces back to the Kuun-Lan - don't advance the Kuun-Lan into the sensors grid.

A large force of Taiidan ships soon assaults the Kuun-Lan. Expect a variety of different ships with the most potentially dangerous being a missile destroyer





that assaults your command ship from the rear flank. There are several ways to deal with the missile destroyer. Your ACVs won't fare too well against the missile destroyers anti-fighter missiles. Frigates should prove effective, especially in concentrated fire.



Large fleets of Taiidan ships patrol the proximity sensor grid - prepare for a huge battle!

A ramming frigate could push the missile destroyer away from the attack position buying extra time to eliminate other attacking ships. If possible, you could even salvage the missile destroyer with workers. Though certainly not necessary, it's a nice steal and serves to remove the missile destroyer from battle.



Objective 4 - Engage Taiidan Planetary Guard

Engage the Taiidan force long enough for our insertion team to make planetfall. Keep the Kuun-Lan away from the sensor grid so that our base of operations cannot be scanned.

Continue to fight off the Taiidan assaults. Reinforce your fleets with ACVs or multibeam frigates, depending on your current losses. Monitor the battle closely and use your workers to heal damaged frigates or the Kuun-Lan. If you notice that a frigate is heavily damaged, select the vessel and open the right click menu. Select "dock" to order the frigate to return to the Kuun-Lan for repair. This sort of micromanagement helps keep costs down and units repaired for battle.

During the fight, you'll witness a cutscene of the resource collectors sending their codes and infiltrating the planetary surface. Use this as a cue that in the next few minutes, you must defend these same collectors. Eliminate remaining Taiidan forces quickly.

As you're battling the Taiidan attack force, start moving your fleet (including the Kuun-Lan) close to the sensor grid. Don't enter the grid, but make sure you can see the grid on the sensors manager. Once the Taiidan attack force is small enough that the Kuun-Lan and a few frigates can serve as defense, move your ACV group and frigate group into the sensor group ahead of the Kuun-Lan's position.

Objective 5 - Protect Transports

Protect your transports (disguised Taiidan resource collectors) from enemy fire, so they can dock with your command ship.

A cutscene will soon interrupt, showing the transports on the way home - with annoyed Taiidan forces following close behind! Move your ACV group and frigate group toward the resource collectors (blue blips on the sensors manager). Don't stop for anything; you must reach the collectors quickly to defend them from the Taiidan pursuit. Once in range, target the bombers and fighters swarming the resource collectors.

You can lose two of the three collectors and still complete the mission with success. If you lose all three, the mission ends in failure. You must move the fleet toward the sensor grid (the spot where the collectors emerge from) to





save the resource collectors in time. Once the collectors (or collector) reaches the Kuun-Lan, it must take time to dock. Continue defending the collector against its attackers as the transports dock. Hyperspace once the collector docks and wait for your strike craft to enter the Kuun-Lan before heading to the next mission.

Mission 10 - Koreth's Rift Sector

The Kuun-Lan takes refuge in a cluttered debris field in hopes of losing any Taiidan pursuers. A recon is sent out to investigate the debris field. Thorough exploration of the field uncovers a siege cannon relic, which could possibly be used as a powerful weapon on the Kuun-Lan. After scanning the siege cannon, the recon ship discovers enemy ships on the way.

Objective 1 - Salvage Siege Cannon

Send a team of workers into the debris field to salvage the siege cannon. At least four workers must be used to tow the siege cannon. Make sure to send an escort with your workers.

There are lots of resources available on the map and don't neglect to harvest them all. Don't head toward the siege cannon until you have gathered all resources. Guard your workers with a processor to speed up collection. Use the time compression option to save time waiting for the gatherers to complete their jobs. Make sure you explore the area around the siege cannon to uncover more resources.

Next, open the research menu by pressing the R button. There's a new option available: force field level 2. You should also spend time restoring your fleet, likely depleted somewhat from the hectic end of the previous mission. Replace your ACVs, multibeam frigates, and other ships. Move these vessels to the siege cannon prior to moving in your workers. Clear out all the mines to keep your workers safe.

Once you move in your workers to the siege cannon, raiders attack and attempt to steal the weapon for themselves. Use your ACVs against the standard corvettes that will attempt to salvage the cannon. Use your frigates against the fighters and other corvettes, but make sure the standard corvettes don't succeed in grabbing the cannon.



Snag the cannon with at least four workers and start back toward the Kuun-Lan with your ACVs and frigates guarding the new weapon. When you reach the Kuun-Lan, a group of raider ion cannon arrays uncloaks around the Kuun-Lan. Attack the ion cannon arrays with your frigates and fighters. Your next objective appears when the raider arrays are destroyed and the cannon is safely back at the Kuun-Lan.

Objective 2 - Research Siege Cannon

Research the siege cannon in your weapons module. This will let you mount a modified version of it on your command ship, the Kuun-Lan.



Once you return the siege cannon to the Kuun-Lan, you can research information on the weapon.



New research options are available. You can research advanced sensors and, of course, the newly recovered siege cannon. You don't have long before the next assault; either research option will do, though the siege cannon option is mandatory to continue to the next objective. Advanced sensors will let you spot cloaked ships and isn't necessary until you have completed the siege cannon.

During your research, an Imperial Taiidan fleet enters and sends a large armada to intercept the Kuun-Lan and your own fleet. Place your fleet (ACVs, multibeam frigates, hive frigates, and so on) around the Kuun-Lan; your command ship will provide extra defensive firepower against the Taiidan attack. Your workers are now free from harvesting and salvaging; assign them to repair the Kuun-Lan if your command ship takes damage.

The first Taiidan ships to arrive aren't especially dangerous. Send the ACVs against the bombers and interceptors and use the frigates on enemy frigates. The most dangerous ships to arrive, though, are the destroyers and heavy cruiser that follow the initial fighter assault. Use ramming frigates to push back the capital ships; you could also consider leeches to weaken or destroy the Taiidan large ships.

During the fight, raiders arrive to send in their own attack ships into the battle. Then, the Caal-Shto arrives - though that's not a good thing! A cutscene later reveals the Caal-Shto has been consumed by the Beast, but the Taiidan and raiders find out the hard way! When the Caal-Shto arrives, the Imperialist Taiidan forces pull off the Kuun-Lan to attack the Caal-Shto. You can use this opportunity to salvage Taiidan destroyers or the heavy cruiser - though Beast fighters and frigates are soon to arrive.

Objective 3 - Build Siege Cannon

Build a siege cannon module. It is listed in the build manager at the bottom of the build list.

Once the siege cannon research completes, it's time to build the weapon. Open the build menu with the B key and construct the new module. Continue fighting off the Taiidan or Beast forces as the cannon builds. The Beast sends corvettes, bombers, ACVs, some frigates, and other assorted craft to attack the Kuun-Lan. Defend the command ship.



The Taiidan and raider forces will continue to battle the Beast and even you, if you're in the way. You can send ships to deal with their ship source (carriers) if you wish, though it's not mandatory to complete the mission. Continue battling the Beast ships while you wait until the siege cannon completes. Reinforce your fleet or send damaged ships back to the Kuun-Lan for repair.

Objective 4 - Fire the Siege Cannon

Attack the Beast command ship with the siege cannon. Initiate the firing process by hitting the Z key while your command ship is selected. Choose "Fire Siege Cannon" from the pop-up menu. This will bring up the sensors manager. You can then left-click on where you would like to target the weapon. As you move the pointer around you will notice a number beside the mouse pointer. This represents the overall strength of the weapon at that range. Once you have chosen your target area, your command ship will position itself, then fire the siege cannon.

Once the siege cannon completes, move the Kuun-Lan toward the Beast command ship. Use the sensors manager to pinpoint the Beast ship's location. Follow the instructions in the objective to carry out the siege cannon attack. Press the Z key while on the standard map view to select the fire siege cannon special action. Then, on the sensors manager, select the target. It will be announced once you're within range of the Beast command ship. Fire the cannon and watch the mission's concluding drama and cutscenes.

Mission 11 - System AZ-23769

The Kuun-Lan arrives in system AZ-23769 and encounters a friendly ship, the Faal-Corum, under attack from Beast forces. The Kuun-Lan must convince the Faal-Corum that the Kuun-Lan isn't under the effect of the Beast. Help defend the Faal-Corum from attack to complete the first objective.

Objective 1 - Destroy Beast Ships

Destroy the Beast ships attacking the Faal-Corum.

Move your entire fleet, including the Kuun-Lan, adjacent to the Faal-Corum. Send in your ACV group against the Beast fighters. Make sure you don't attack any Faal-Corum ships, even if they attack you. Place your offensive vessels on neutral tactics to prevent any accidental friendly fire. Defending the





Faal-Corum isn't too difficult; simply move your fleet over as soon as possible to assist in its defense.



Help protect the Faal-Corum from attack.

Objective 2 - Repair the Faal-Corum

Repair the Faal-Corum with workers. Select some repair capable workers and right click on the Faal-Corum.

Once you have cleared out the Beast forces, you're ordered to repair the Faal-Corum. Don't repair the capital ship just yet, though. Instead, start harvesting the map's resources. Repairing the Faal-Corum triggers the next event - a tough battle against the Beast. So, take the time to harvest the map before you repair the friendly ship. Select your workers and press H and use a processor, if available, to guard them.



There are also several crystal asteroids on the map. Salvage them as you did in a previous mission for even more valuable resource units. Reinforce your fleet with additional ships, though you may wish to save support units for a destroyer that you can build later in the mission. If not, you could always construct a carrier that you can also build later in the mission to increase your maximum support units.

Once they're done harvesting, assign the workers to repair the Faal-Corum. During the repair, you'll gain new research options, the destroyer drive and repair bots. Open the research menu with the R key and research the destroyer drive first - it's required to build destroyers and carriers.

Repairing the Faal-Corum to near full strength triggers the next event - the Beast has arrived.

Objective 3 - Destroy Enemy Fleet

Destroy the enemy Beast fleet. You can use destroyers to take out the large beast ships.

Monitor your research progress on the destroyer drive. As soon as it's complete, start to build repair bots and also a destroyer or carrier. Build a carrier if you're already maxed out support units; build a destroyer if you have support units available. The Faal-Corum dispatches some frigates toward the Beast fleet; unfortunately, they'll be destroyed or assimilated by the alien threat.

Follow the Faal-Corum's frigates with your own ACVs and frigates. The Beast send cruise missiles first, which will likely impact into the Faal-Corum's frigate force. If they do, destroy the now enemy frigates as soon as possible. Keep the bulk of your offensive fleet halfway between the Beast and the Faal-Corum and Kuun-Lan combination. The Beast sends a much more powerful assault next, with hive frigates, multibeam frigates, and an assortment of fighters.

Beware of Beast ramming frigates shoving your own frigates out of the way. Use your ACVs to destroy the ramming frigates before you lose your own frigates. Concentrate your frigate fire on the enemy multibeam frigates. Once your ACVs have destroyed the ramming frigates, move them against the hive frigates.



As soon as you complete the carrier or destroyer, send it to your offensive group. If you have the resource units (which you should if you harvested this entire map already), build an additional carrier and destroyer. Once you have at least two destroyers in your group (and support units are maximized), you're prepared to assault the Beast fleet.

Move your forces slowly toward the Beast carrier. Intercept any cruise missiles or fighters that attempt to slip by. Pin the Beast ships against their own carrier. Finish off the ion cannon arrays surrounding the protected Beast carrier. Concentrate all firepower on a single enemy ship before moving on to the next. If you have a carrier in your group, order damaged ACVs or frigates to dock and repair.

Objective 4 - Protect the Faal-Corum

Protect the Faal-Corum from its attackers. Destroy all Beast ships attacking it.

As stated previously, intercept any Beast ships that sneak by your attack group positioned in the middle of the map. Use ACVs or unlinked acolytes to intercept these ships that slip by. Meanwhile, pin the Beast force against its carrier and destroy the ships and shield that surround the Beast capital ship. Once the Beast ships are destroyed, the mission concludes in success.

Mission 12 - Kyori Sector

You've decoded the beacon's navigation date but require updated star charts to locate the Beast's origin ship. A Turanic base located in this area may possess the necessary data.

Objective 1 - Defend Command Ship

Defend the command ship. Destroy all ships attacking your command ship and repair it with workers if necessary.

Reinforce your fleet from any casualties from the previous mission. Don't start harvesting yet; enemy units will just threaten your workers. Instead, reorganize your fleet and place each attack group in its formation. Use X formation for your ACVs and acolytes and wall or broad formation for your frigates and destroyers. Prepare to battle an assortment of fighters and





missile corvettes. You shouldn't have much trouble holding your ground. Hang around the Kuun-Lan for additional firepower. Use your workers to heal the Kuun-Lan or any frigate or capital ship that suffers damage.

You should also prepare for the battle ahead - against a raider carrier - and construct additional frigates and destroyers. Also, you can use leeches to sneak through the raider defenses and vent the carrier until it explodes (or at least weaken the raider vessel).

Objective 2 - Attack Turanic Outpost

Attack the Turanic outpost. Be sure to use a well-rounded attack force.

At some point, early in the mission, you will be shown the Turanic outpost location on the sensors manager. Open the sensors manager and spot the radar ping a good distance away from the Kuun-Lan and your fleet. This should also be a cue to move your fleet back to the Kuun-Lan if you have drifted away - within moments, the raiders uncloak a group of ion cannon arrays in front of the Kuun-Lan!

You can hold off the arrays if you have eight to ten frigates, a couple destroyers, and a group of ACVs. Alternatively, you can use some ramming frigates to push some of the arrays away. Further, you can use sentinels to protect the Kuun-Lan from the array attack. Once all ion cannon arrays are destroyed, repair any damaged ships.

You can now take the time to harvest if you wish or leave it until after you have wiped out the raider fleet. The resource fields contain hidden raider corvettes. Send in your ACV group before moving your workers into the field. If you have researched advanced sensors, the ACVs will automatically uncover several raider standard corvettes hiding in the resource field. Destroy them before sending in your workers and processor.

Now, it's time to advance against the raider carrier and outpost. Advance your entire fleet, including the Kuun-Lan if you wish, toward the radar ping on the sensors manager. Deal with the carrier either during your full-on assault or by using leeches to weaken or even destroy the carrier. Crush the carrier, and the raiders can't produce additional strike craft.



The raider outpost is protected with mines, the carrier, and a half dozen ion cannon arrays. Your fleet of two or more destroyers, eight to ten frigates, and ACVs should handle them fine. Use ramming frigates to push arrays out of the battle. Send leeches against the carrier. Use ACVs (unlinked to acolytes) to clear out the mines. Once the fleet is defeated, move against the outpost.



Watch out for the cloaked ion cannon arrays! Defend the Kuun-Lan from attack and replace destroyed modules quickly.

After you have weakened the outpost, an Imperial fleet arrives. Don't bother it, and it won't bother you. Instead, keep firing away at the outpost. When it's weakened sufficiently, the raiders surrender, and the Imperial fleet retreats. Take time to finish off the map's resources (don't forget about the hidden standard corvettes) and prepare for the next mission.



The next mission begins with an early attack. If you have the support units, produce additional destroyers or frigates. Ramming frigates will also prove useful against next the mission's early dangers. Also, the Kuun-Lan's hanger is damaged at the beginning of the mission. Dock your workers, ACVs, leeches, or any other small craft inside a carrier, so you can use them when the next mission begins. Don't forget - if you need more support units, you can use each carrier to build six more support modules to further increase your capacity for more units.

Mission 13 - Location Unknown

Although the Kuun-Lan and its team of scientists have predicted the drift of the alien vessel, something goes horribly wrong. Apparently the raiders onboard have sabotaged the Kuun-Lan. The Kuun-Lan exits hyperspace heavily damaged and under almost immediate fire.

Objective 1 - Destroy Enemy Fleet

Destroy the entire ambush fleet. Use ramming frigates to push large, dangerous ships away from the Kuun-Lan.

The Kuun-Lan's engineering module has been destroyed, and a support module follows soon after. Open the build menu with the B key and construct a new engineering module. Once the support module explodes, replace it as well. While in the build menu, click on the "Systems" icon in the upper right hand corner. Most of the Kuun-Lan's systems are damaged, including the hanger module. Put the damaged systems on priority one repair.

Next, launch your workers and ACVs (and other small craft) from your carrier. Assign your workers to repair the Kuun-Lan. Organize the rest of your fleet into its attack groups. Place each in its appropriate formation. You can't reinforce your fleet from the Kuun-Lan, but you should be prepared for the incoming attacks.

It's an ambush, and you're about to come under some heavy fire. Some strike craft arrive first - you should have little problem fighting them off. The next batch of ships, though, will pose the problem. You'll find three heavy cruisers escorted by an assortment of frigates attacking from three directions. If you





have ramming frigates or leeches, use them against a cruiser. Use your destroyers against a cruiser and your frigate group against another.

Concentrate your fire on the cruisers; don't waste firepower on the enemy frigates, which aren't a significant threat. Monitor your ships closely and dock any frigates that have suffered heavy damage. Use workers to keep destroyers healthy. The battle is immense. Don't let the Kuun-Lan take heavy fire from the enemy capital ships. Don't move your entire fleet to deal with a single cruiser. Use a segment of your fleet against each cruiser.



Attacks come fast and furious and from all directions.

Additional enemy ships will arrive, but none is as difficult as the first three heavy cruisers. During the battle, the Faal-Corum arrives with reinforcements. You'll be shovved over maximum support units when you receive the new ships - but you shouldn't need to build any more anyhow.



Objective 2 - Support the Faal-Corum

Support the Faal-Corum attack. Destroy any ships that are attempting to attack or damage its escort.

Select the new vessels from the Faal-Corum. You receive a small squad of ACVs, two ramming frigates, some ion frigates, and two destroyers. Link them into your already-formed attack groups. Continue battling nearby Imperial forces. An Imperial carrier is soon spotted in the mission area. You can advance your fleet toward the carrier or use leeches to vent the capital ship. Pin the Imperial fleet toward its base of operations and pummel the enemy into submission with your overpowering force.

You may wish to begin harvesting the map's resources at this point. Assign your processor to guard the workers to quicken the process. Once the carrier and remaining Imperial forces fall, switch time compression on to speed up the gathering process.

Mission 14 - Galactic Rim

The Kuun-Lan arrives near the Naggarok in an effort to steal a sample of the Beast for further study.

Objective 1 - Protect Command Ship

Protect the command ship from the enemy fleet.

This mission puts your defensive skills to the test. In an effort to swipe a sample of the Beast from the Naggarok, you must survive a constant barrage from the Beast. Organize and reinforce your fleet quickly. Place your frigates together and set them in an optimal formation, such as wall or broad. Do the same with your destroyers; if you have the support units, construct another to assist in the assault to come. You may want to assign your workers on repair duty to keep your destroyers and frigates healthy. Produce some ACVs (if you don't already have some) and use them in battle, but prepare to send them on a secondary mission.

Strike craft arrive first and are easily dispatched by your groups of ACVs, frigates, destroyers, and carriers. Don't let your guard down, though - the





subsequent Beast groups are much tougher. Expect assortments of frigates, strike craft, and capital ships. Concentrate your fleet's fire on the largest threat to eliminate the incoming Beast vessels as quickly as possible.



Leeches venting carriers can help weaken the enemy ship as you move in the rest of your fleet.

While your fleet engages in battle, move an ACV group away from the battle and toward the Naggarok - use the sensors manager to pinpoint your route to the Beast-controlled ship. These ACVs will clear out the proximity sensors around the Naggarok. You must clear these before sending in a mimic; if you don't clear the proximity sensors, the Beast will detect the mimic and destroy your sample-stealer before the mission can complete.



The easiest way to destroy the proximity sensors is to locate them on the sensors manager; just approach the Naggarok gingerly with your ACV group. Stay on the sensors manager and Ctrl box attack the proximity sensor. You should see an adjacent stationary proximity sensor to the left or right - depending on your direction of flight. Simply Ctrl box attack the next and continue around, destroying each sensor. If the Beast ships follow your ACV, unlink into acolytes to maintain a speed advantage and clear out all the sensors.

Meanwhile, the battle will continue to rage at the Kuun-Lan. Keep your capital ship and frigate groups occupied and targeting incoming Beast ships while you complete the mission to eliminate the proximity sensors. Also, a new research option should become available during the mission; research advanced destroyer drive as soon as it becomes available, so you can build the mighty dreadnaught.

Objective 2 - Get Sample

To get a Beast sample from the Naggarok, select a mimic and imitate any enemy ship. Make sure that no enemies are in visible range when you initiate the mimic command. You will know you have mimicked outside of Naggarok visual range when the second dot above the mimic's health bar is green. Move the mimic into position close to the Naggarok. Watch out for any proximity sensors, as they will detect your mimic and let others spot and destroy it. Once you are close to the Naggarok, your mimic will automatically lock with it and retrieve a sample. The mimic will then immediately transmit the sample data without having to return.

Clearing the proximity sensors lets you sneak by Beast defenses and get a mimic into the Naggarok to snag the sample. Use the mimic's special action away from any Beast ships. Zoom in on the mimic and note the color of the second dot next to the health bar - if it's green, you're hidden from the Beast fleet. Continue to battle the Beast forces back at the Kuun-Lan and move the mimic toward the Naggarok.

A cutscene interrupts your approach to the Naggarok, and soon the mimic acquires the needed sample and heads back to the Kuun-Lan. The Beast command ships leave, but a large force of Beast vessels still remain. You're ordered to capture one of these ships to discover the Beasts' plans.





Objective 3 - Salvage Taiidan Ship

Salvage a Taiidan ship. It will require two workers to salvage any Taiidani frigate and more for larger ships.

Return your ships to the Kuun-Lan and prepare your workers for salvaging. You should have at least two workers to grab a frigate (you'll have plenty to choose from) or three to four to grab the destroyer, which arrives first. When you spot the destroyer approaching, send in your frigate group to weaken the capital ship. Move in your workers as soon as you can to salvage the large ship (you must damage the ship sufficiently first).

If you must annihilate the destroyer, you'll have many assault frigates to choose from (and even a missile destroyer). Make sure you get one of these to complete the mission's final objective. Simply send in workers while you've occupied the assault frigate force with your own frigates, destroyers, and ACVs.

Once you have destroyed the remaining ships, harvest the map. Monitor your workers closely and guard them with a group of acolytes, as you'll likely bump into some mines during your resource collection. End the mission when you're ready to move on.

Mission 15 - Gulf Sector

Command interrogates the prisoner and learns of the possible location of the Beast and Imperial fleet. Before encountering the Beast fleet, however, the siege cannon must be improved. Seek out the Bentusi to inquire about improving the newly acquired Kuun-Lan weapon.

Objective 1 - Destroy Gate Nodes

You must destroy all slipgate nodes to collapse the slipgate. Closing the gate will keep the Bentusi from evacuating. If you can't keep them here, you have no chance against the Beast.

The Bentusi are not pleased to see you when you arrive in the Gulf sector. In fact, their trading ships are heading for the slipgate in hopes of making a clean exit from the system and avoiding contact with you. The last time you ran into



the Bentusi, they were "bound" by the Beast. The Bentusi certainly don't want to speak with you again!

Press R to open the research menu as the mission begins. You have several new research options, though the most important are the armor and force field upgrades. Research these first and upgrade your ships (using the right click pop up menu) during the mission.

The slipgate lies ahead (and a purple crystal asteroid lies behind) your start position. Ignore harvesting, even the crystal asteroid, and send your entire fleet toward the slipgate. Spot the nodes that surround and hold the slipgate together. Attack the nodes one at a time or simply Ctrl bandbox the entire set of nodes. You can't destroy them all before you're interrupted by a new cutscene and objective.

Objective 2 - Block Slipgate Entrance

Prevent further Bentusi stations from leaving by moving your command ship in front of the slipgate.

Destroying the nodes isn't working quickly enough to keep the Bentusi from leaving the system. You're ordered to move the Kuun-Lan in front of the slipgate to prevent the Bentusi from escaping. Use the sensors manager or the normal view screen to adjust the Kuun-Lan in front of the slipgate entrance and prepare the greatest danger you have faced thus far.

The Bentusi, as it's been noted before, are very displeased with the situation and decide to use aggression to deal with your annoyance. The Bentusi launch super acolytes, a special brand of acolytes that perform and are armored like standard acolytes but carry a much more powerful weapon. In fact, their ion beams can rip through your frigates and destroyers in no time. A lot of your ships won't make it through the fight, but you will have an opportunity after the battle to restore your fleet and harvest additional resources.

You must still finish off the nodes, if you haven't already, while fending off the super acolytes. The Bentusi ships approach after the gate is destroyed; the Bentusi ships threaten the Kuun-Lan and the rest of your fleet. The Bentusi will eventually negotiate a deal, but it takes quite some time. Keep destroying the super acolytes and use workers to repair your fleet until the dialogue





between the Kuun-Lan and the Bentusi completes. Alternatively, you can try to run from the Bentusi while the conversation takes place. Both will cost you some ships, but they should be easily replenished before heading to the next mission. Once finished, you're free to replenish your fleet and harvest the resources on the map. Make sure to grab the purple asteroids present.

Mission 16 - Sojent-Ra System

The Kuun-Lan has located the Clee-San - time to get information and test out the new and improved siege cannon, courtesy of the Bentusi traders.

Objective 1 - Locate Clee-San's Position

Locate Clee-San's position by sending out some recons on patrols.

Take time at the beginning to harvest nearby resources and reorganize your fleet (especially after the treacherous previous mission). The Clee-San's position is indicated on the sensors manager. If you're satisfied with your current fleet size and resource units in the bank, simply build a recon and send it toward the Clee-San's position to investigate.

If you wish, you can quicken the completion of the next objective by moving the Kuun-Lan (and your fleet) toward the Clee-San's position, though you don't want to get too close just yet. Spotting the Clee-San and its defensive fleet completes the objective and triggers the next - time to test out that siege cannon!

Objective 2 - Cripple the Clee-San

Cripple the Clee-San by firing a single shot from your siege cannon. Target the Clee-San within 50 percent damage range of the weapon.

The Beast is now alerted to your presence and won't hesitate to send out a large assault force to deal with your incursion. Ready your destroyers, dreadnaughts, frigates, and strike craft for battle by making sure each is in an easy-to-use attack group and in its appropriate (or your desired) formation. If it's easier for you, simply place the capital ships (including frigates) into a single attack group with the strike craft in another. You may also wish to divert your workers from resourcing to repairing to keep your fleet healthy - especially the larger ships that will be tough to replace during the hectic battle.





You'll face an assortment of frigates (hive, multibeam), corvettes, strike craft, and even a heavy cruiser. Concentrate all fire on the heavy cruiser (use ramming frigates to push the enemy capital ship out of battle), then move on to the small, less-threatening craft. Place your destroyers and dreadnaughts in front against the heavy cruiser; the Beast capital ship can covert frigates with its particle beam.

Push the Beast fleet against the Clee-San's position. Keep moving, though still concentrating heavily on defeating the plentiful opposition. You must damage the Clee-San, not destroy her. Monitor your firing range by initiating the siege cannon. Right click with the Kuun-Lan selected to open the special attack menu - select fire siege cannon. Once switched to the sensors manager, point the cursor on the Clee-San and make note of the percentage under the cursor. You should fire the siege cannon around 50 percent of damage (45 to 55 percent or so).

Fire off the shot and watch the Clee-San defense fleet explode in a ball of flame. The Clee-San suffers damage as well, and you are moved to the next objective.

Objective 3 - Dock Worker with the Clee-San

To dock a worker with the Clee-San, simply fly the worker close to it. Once within range, the worker will automatically dock, and your team will transmit a fake distress signal from inside. The worker will then disengage, and you can return it to other duties.

The fleet around the Clee-San is weak, and you can easily overwhelm it with your current fleet. Advance your ships against the crippled Clee-San and annihilate the remaining defenders with your destroyers and frigates. As you commence the attack, select a worker and send it to the Clee-San, using the sensors manager or the standard view screen. A cutscene plays as you approach and moves you to the next objective.

Objective 4 - Harvest

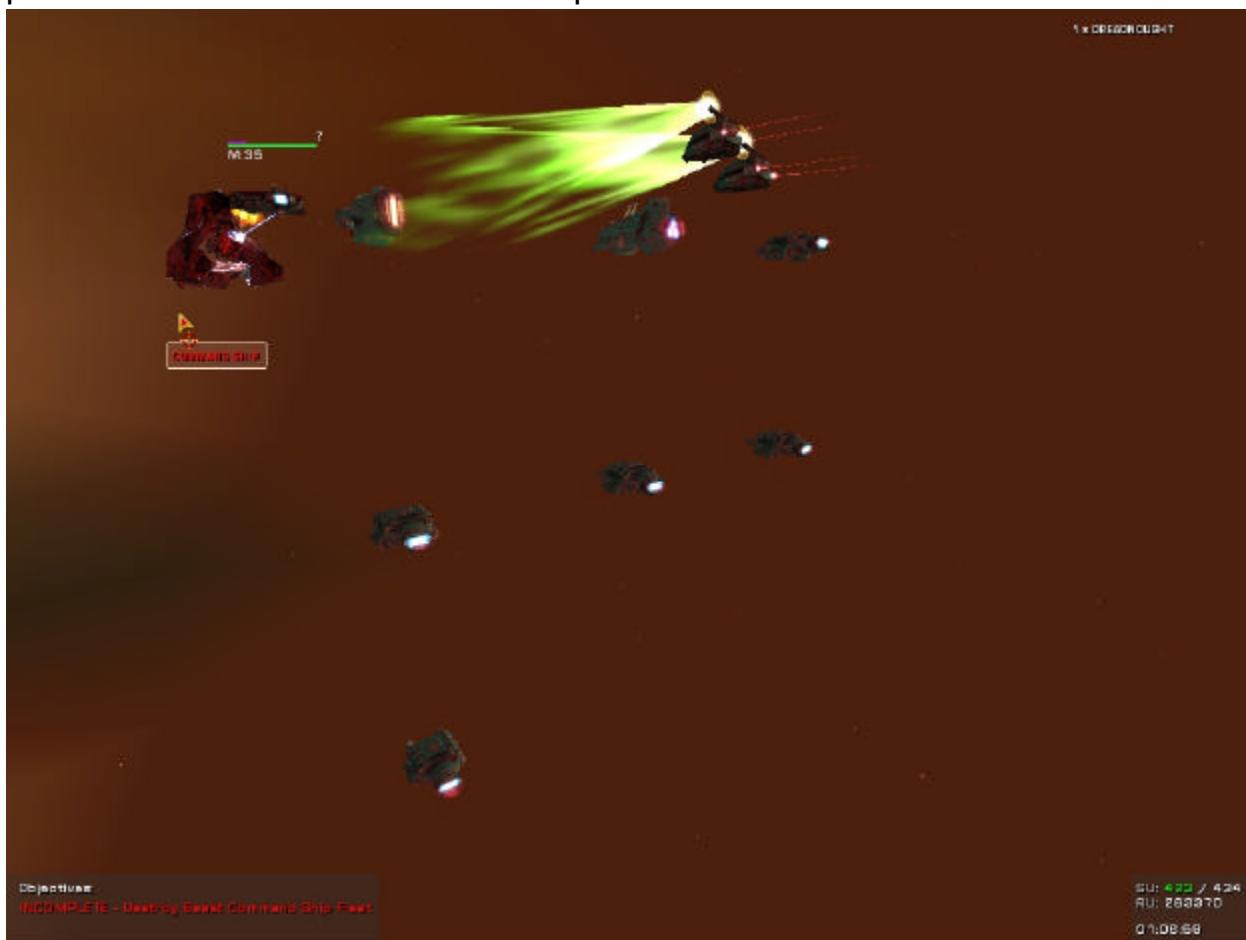
Harvest remaining resources and make all necessary preparations. The Beast fleet should be hyperspacing in at any moment.



You're told to harvest while you wait for the Beast command ship fleet to arrive - but you won't have much time for it. Begin harvesting if you want, but within moments, the Beast fleet arrives. If you have a substantial amount of resource units (at least enough to replenish any frigates or, in a worse case scenario, destroyers that fall to the Beast fleet), take your workers off of resourcing and place them on repair duty once the enemy fleet arrives.

Objective 5 - Destroy Beast Command Ship Fleet

Destroy the Beast command ship fleet. Use the siege cannon as much as possible on the Beast command ship.



Use workers to heal your destroyers and frigates as you commence the attack.

Taking on the fleet requires the offensive and defensive skills you have learned thus far. Organize your fleet and place it in your desired formations





and attack groups. Move toward the Beast command ship and bring the Kuun-Lan with you - though be sure to keep workers repairing the command ship.

The Beast sends waves of recons and cruise missiles, followed by an assortment of frigates and even a heavy cruiser or two. You've dealt with these types of forces before - though they're in greater numbers here. Monitor each battle closely and be sure you make intelligent battle decisions. Use your capital ships in concentrated fire against any heavy cruisers present, then move them against multibeam frigates. Keep ACVs on strike craft and cruise missiles. Use frigates on both, whichever the Beast sends in greater quantity.

Just as you did with the Clee-San, make your way up to the Beast command ship with the Kun-Lan. Check the range on your siege cannon and fire as you approach 70 to 80 percent. Keep moving against the command ship and wait for the cannon to recharge for a second shot. If you haven't suffered many losses during the fight up to the command ship, you could simply take the Beast vessel on with your fleet and emerge victorious. Then again, you could remain at a distance and take siege cannon shots until the Beast ship blows apart.

Once the fleet is destroyed, harvest the map, replenish any losses, and prepare for the last mission.

Mission 17 - Republican Naval Base Alpha

The Kuun-Lan arrives at its final destination - the Republican naval yard and moon base now under control of the Beast. The opening cutscene reveals the nomad moon and its devastating repulsor field. A large battle between Beast forces and Republican ships is underway - it's time to assist anywhere you can!

Objective 1 - Destroy the Naggarok

The full capabilities of this alien vessel are unknown. Attack with caution.

If you switch to the sensors manager immediately, you will spot small battles occurring all around your position. After last mission's harvesting, you should have a decent fleet and perhaps some resource units in the bank. If you have any free support units, reinforce your fleet further - though keep in mind, you



will need room for eight to ten leeches later in the mission. You can simply retire a ship later to make room for the leeches.

Spot the Beast attack group nearest your start position that's heading your way (it's ahead and below your current position). Use the sensors manager to move the Kuun-Lan toward this force - you're going to use the siege cannon on that force! Test the range of the cannon as you approach; once you're at 100 percent, arm the cannon by opening the right click menu on the Kuun-Lan. Select "Fire Siege Cannon" and place the mouse pointer on the capital ship within that attack group. The blast should wipe out most of the force. Clean up the rest with your fleet.

Your next job should be to clear out the Beast's resource gatherers. Open the sensors manager and locate the large crystal asteroid field to the left of your start position. Move your fleet toward the crystal field, but use the Shift key to move your route to the area below the crystal field. As you approach, a brief cutscene interrupts to reveal special properties of that field - namely if you blow up a crystal asteroid, it could cause a chain reaction destroying the entire resource field.

Spot the regular asteroid field below the crystals. Here, several Beast resource collectors and processors harvest the plentiful resources. Destroy them all with your frigates and destroyers. You may encounter additional Beast fleet resistance as you move to the resource patch; simply divert your forces to the new threat and eliminate them.

Now that you have cleared out a good chunk of the Beast threat, recon the Naggarok and the nomad moon by sending a mimic or recon to the radar ping on the sensors manager. A new objective appears once you arrive.

Objective 2 - Destroy Moon Repulsor Emitters

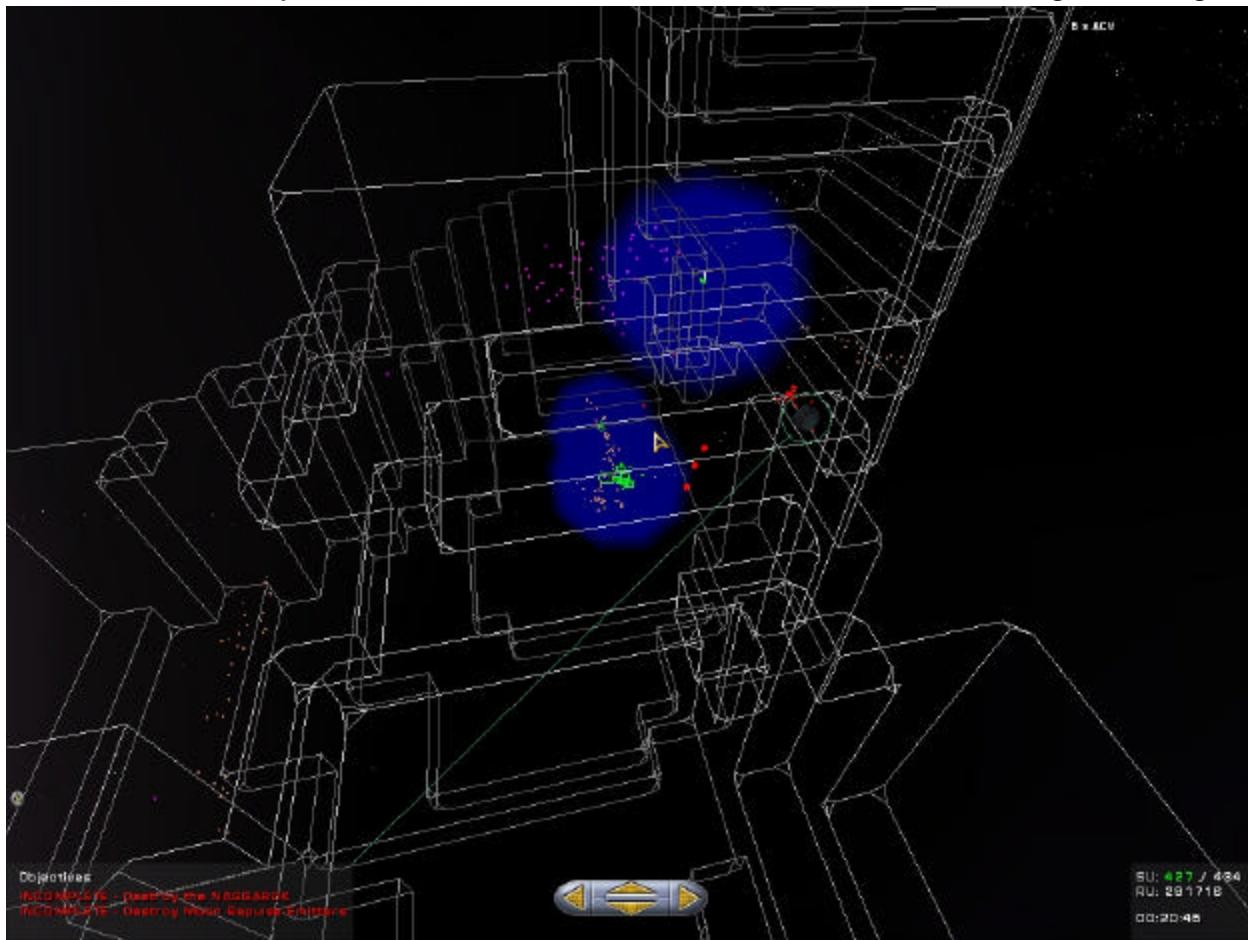
Those two emitters let the nomad moon fire its repulsor field. You must destroy those emitters to destroy the station.

The nomad moon features two repulsor emitters that serve to protect the moon from attack. The emitters produce a repulsion field protecting the moon from attack. To mount a successful attack on the nomad moon, you must destroy the emitters. The easiest way is with leeches! But first, you must clear out the proximity sensors protecting the nomad moon.





Leave the bulk of your fleet near the resource patch below the crystals. The Beast fleet will approach you here, and you can just attack the Beast as needed. Send an ACV or acolyte group away from your fleet and toward the perimeter surrounding the nomad moon and Naggarok. A ring of proximity sensors lie here; you must clear them out before the leeches can get through.



Use the sensors manager to destroy the proximity sensors protecting the nomad moon.

Use the sensors manager to attack the proximity sensors (just as you did in the previous mission). Maneuver to each proximity sensor one by one until you have destroyed all in the semicircle protecting the front flank of the nomad moon.



Assign your leeches into two separate attack groups and move them to the same horizontal plane of the nomad moon. Approach the moon from the front and vent each repulsor emitter - use one group of leeches on each emitter. Return to your fleet and continue to fight Beast forces until the emitters fall - they eventually will, just give the leeches some time!

During the attack on the repulsor emitters, you're offered a new research option. Research the repulsor weapon, a new upgrade for your dreadnaught, by opening the research menu with the R key and selecting the new technology.

Objective 3 - Destroy Nomad Moon

To get your large ships close to the moon, you must first disable the repulsor emitters. Then, you can bring your fleet to engage the moon itself.

It's time to move against the moon. The best way is to move your fleet and the Kuun-Lan to its horizontal plane. Stay a good distance away, so you don't disturb the moon's defense fleet. The best way to initiate the assault on the moon is to weaken the defense fleet (or obliterate it) with a few shots from the siege cannon. Line up the siege cannon and fire at the moon; you should destroy most of the nearby defense fleet. Finish off any scraps with your fleet. Fire the siege cannon again if you wish or simply attack the nomad moon with a frontal assault. Ignore the Naggarok behind the moon for now.

Objective 4 - Recon Hyperspace Signatures

We must know what those signatures mean. Send some recons to investigate.

Imperial Taiidan jump in during the moon battle. Their hyperspace signatures appear on the sensors manager. You're ordered to send a recon to investigate. You discover the Imperials and a new Beast fleet (around the crystal asteroid patch) are planning a flanking attack pincer maneuver. You can buy yourself extra time by luring the Beast fleet into the crystal asteroids and force attacking an asteroid. As you learned in the early cutscene, destroying one asteroid will annihilate the entire field.



Objective 5 - Disable and Destroy the Naggarok

Our research suggests the Naggarok can be disabled with successive EMP bursts. Use our ACVs to disrupt its inertialess drive. Once the drive is disabled, the Naggarok can't move.

The toughest part of the final mission comes in your battle with the Naggarok, the final target of the Kuun-Lan. Thankfully the Bentusi, who provides the plans for its ion fighter, the super acolyte, warps in to assist. The Naggarok is extremely quick; the ship uses an inertialess drive to maneuver around the map. Once available, open the research menu with the R key and research the inertialess technology to learn more about the Naggarok's drive.

To defeat the Naggarok you must use a group of ACVs (the larger the better) to temporarily disable the Naggarok with an EMP blast. While the Naggarok's disabled, use your fleet as well as groups of powerful super acolytes to pummel the Beast ship. The Naggarok will maneuver around the map and occasionally attack; it virtually swallows your frigates and destroyers when it attacks. Follow the Naggarok around with your ACV and super acolyte groups and keep performing the disable-then-damage routine. Don't worry about your frigates and destroyers exploding; you'll need the room for additional ACVs and super acolytes. Once the Naggarok explodes, the mission and the campaign conclude in success.